Hanze
University of Applied Sciences
Groningen

Course: Project   credits: 4

Course code	CMVB18VIR2	**Modes of delivery**	Project-based learning
Name	Project	**Assessments**	Project - Other assessment
Study year	2022-2023		
ECTS credits	4		
Language	English		
Coordinator	I. Plutschouw		

Learning outcomes

C1. The CMDer develops purposeful digital interactive prototypes by using appropriate prototyping methods and techniques.

D1. The CMDer applies multiple evaluation methods during the design process.

F1. The CMDer plans, executes, manages (time, budget, information, quality, feasibility), estimates success and risk factors, and reports on the progress of a complex but structured design process in a complex context.

F2. The CMDer produces a usable recommendation on a complex assignment and advises on the implementation of the chosen design in an organization, thereby observing quality, feasibility ('design to budget') and the legal and organizational consequences.

H1. The CMDer knows personal strengths and weaknesses, formulates learning goals, reflects on these taking responsibility for personal conduct, and (re)directs themselves for the purposes of learning.

Content

In this project, you will work in small teams to conceptualize, design, and prototype a multi-faceted serious game for a real-world client. Combining elements from virtual reality (VR) and augmented reality (AR) with traditional game design principles, you will experience how new and innovative technologies can be applied to a wide range of educational and persuasive goals.

Included in programme(s)

Communication & Multimedia Design, Major Game Design

School(s)

School of Communication, Media & IT

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