Course: Interactive Environments   credits: 5

Course code	GTVB22ELIE	**Modes of delivery**	Tutorial
Name	Interactive Environments	**Assessments**	Interactive Environments - Other assessment
Study year	2022-2023		
ECTS credits	5		
Language	English		
Coordinator	F.W. Maathuis		

Learning outcomes

This Elective has five Programme Learning Outcomes, assessed through five Course Learning Outcomes. The related BoKS are listed in brackets after each Course Learning Outcome.

Programme Learning Outcomes

B3. The student compares and selects appropriate technical solutions to satisfy complex problems.
C2. The student employs appropriate prototyping methods to develop digital interactive prototypes.
D2. The student can analyse the user experience, taking UX practices into account, to improve the solution.
F1. The student experiments with new technological trends and models a realizable solution.
F3. The student can experiment with different solutions and reflect upon their impacts and consequences.

Course Learning Outcomes

1. The student experiments with the chosen technology to gain a better understanding of how to contribute to the final experience. (B3)
2. The student builds prototypes of a desired experience for the user with a chosen technology. (C2)
3. The student contributes to the creation of a user experience with the group that communicates the vision of the group. (D2)
4. The student explores current technologies and experiments with their implementation to evaluate their suitability for final group product. (F1)
5. The student forms a vision about the future of a certain topic or area and integrates that in the end product as demonstrated in the Demo. (F3)

Content

In the Elective Interactive Environments students learn to design and build applications that interact with the real world and create interactive environments outside the screen. Digital games escape the traditional screen, keyboard and game controller more and more often. There are many new application areas, actual locations and ways of controlling that bring gaming experiences to the real world. Whether it is for exhibits, museums, VR/AR escape rooms or interactive art, games combined with real world interactions are a very powerful and engaging way to convey a message.

Students learn to critically analyze current events and how distill these down to a specific poignant topical issue to reflect on through the use of an interactive installation. Over the course of the first weeks of the elective, they will learn to give shape to a question or comment they wish to convey during the plenary moments. During the twice-weekly workshop moments they dive into new technologies and learn to adopt and implement these by connecting them to their own knowledge foundation. The latter weeks revolve around integrating individual sub-products based on these technologies to form a coherent final product that builds up to the conveyance of this comment or question.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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