Course: Future Showcase   credits: 5

Course code	GTVP21FUS	**Modes of delivery**	Tutorial
Name	Future Showcase	**Assessments**	Future Showcase - Other assessment
Study year	2022-2023		
ECTS credits	5		
Language	English		
Coordinator	O.A. Orlando		

Learning outcomes

This Course has seven Programme Learning Outcomes.

Programme Learning Outcomes

A3. The student can construct concepts and relates these to relevant theory and the needs of the users.
C1. The student can make use of relevant visualisation techniques.
C3. The student elaborates digital prototypes using appropriate methods and techniques.
E3. The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication
F3. The student can experiment with different solutions and reflect upon their impacts and consequences.
G1. The student knows their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managing their own learning process.
G3. The student builds their own network, brings people in contact with each other and stimulates information exchange.

Content

This course functions as a 'mirror capstone' of year 1, by having students reflect on what they have learned this year, how they learn (metacognitive skills), the state of the industry (e.g. the offered guest lectures), and what ambitions they have for the future, relating to the programme's learning outcomes. They will create a showcase portfolio to present themselves to the industry and they make the first steps in expanding their network by collecting feedback on their portfolio.

Their skill to create products that customers want is improved by learning about Value Proposition Design and then apply it to themselves as final step in describing the value proposition of one of their prototypes made this year, how they added value in their project groups this year, and what value they can and want to offer in the future (self-branding) related to their upcoming internship.

The course is assessed via a hand-in of a showcase portfolio and a presentation, in which among other their personal value proposition is presented.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT