Course: Project Innovation Work Place — credits: 10

Course code	CMVB23GDIW
Name	Project Innovation Work Place
Study year	2023-2024
ECTS credits	10
Language	English
Coordinator	S.A. Smith
Modes of delivery	Project-based learning
Assessments	Project Innovation Work Place - Other assessment

Learning outcomes

Learning Outcomes

A2. A CMD student will involve the user and make the user the focal point of the design process by gathering insights in relation to the needs of users and stakeholders and analyzing them.

A3. A CMD student acquires knowledge of a specific domain, searches for relevant theories, researches and analyses new technological developments, and understands the possibilities offered by these developments to solve complex problems. B1. A CMD student will generate creative ideas and discuss them critically and make a considered choice based on the problem/challenge and user/stakeholder needs that are at hand.

B2. A CMD student generates a creative concept for a digital interactive product and justifies choices based on knowledge acquired, idea generation, and problem context.

E1. A CMD student acts and works within a team and uses the team's diversity.

H1. A CMD student is in charge of his/her own personal development: is aware of his/her strengths and weaknesses, can formulate learning goals, reflect on and take responsibility for his/her own performance and behavior and is self-regulative with regard to learning and as a result, adds value to the assignment, group, and organization he or she participates in.

I1. A CMD student masters a palette of research methods and tools and can use these autonomously in an unstructured and complex context.

I2. A CMD student operates autonomously from a design-based research attitude.

Content

Content

In the IWP (Innovation workplace project) students work within a team on an open challenge provided by a client. The student will answer a question, opportunity, and/or design challenge in the context of innovation, interactivity, and technology. The project implies a design-oriented research cycle using the double-diamond design framework. The foundation will be formed by input from the client, stakeholders, target audience, coaches, and experts. Students are encouraged to get to know new contexts and domains, and will also explore and learn to understand other roles and interests.

The IWP focus is to prepare students for the graduation assignment. The learning challenge focuses on moving out of your comfort zone and still being capable of learning how to interact in a new (changing) environment/challenge.

Acquired knowledge is applied and incorporated into delivering a development portfolio where students provide evidence and reflect on the work they have done. The portfolio evidence will be defended in an individual competency-based interview.

Included in programme(s)

Communication & Multimedia Design, Major Game Design

School(s)

School of Communication, Media & IT

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.