Course: Interactive Environments level 2 credits: 5

Course code	GTVB23ELIE2
Name	Interactive Environments level 2
Study year	2023-2024
ECTS credits	5
Language	English
Coordinator	F.W. Maathuis
Modes of delivery	Tutorial
Assessments	Interactive Environments level 2 - Other assessment

Learning outcomes

Learning Outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course

Content

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 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.

The entry requirement for this elective is that the student has passed level 1 of the elective.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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