Course: Future Showcase credits: 5

Course code	GTVP21FUS
Name	Future Showcase
Study year	2023-2024
ECTS credits	5
Language	English
Coordinator	O.A. Orlando
Modes of delivery	Tutorial
Assessments	Future Showcase - Other assessment

Learning outcomes

This Course has seven Programme Learning Outcomes.

Programme Learning Outcomes

A3 The student can ideate a concept relevant to the problem context.
B1 The student demonstrates understanding of relevant technological solutions.
D2 The student acquires knowledge of user experience methods and techniques.
E2 The student can identify appropriate channels relevant to their solution.
E3 The student describes and presents a product or concept in a structured context.
G1 The student is able to name their own strengths, can formulate simple learning goals and takes action to fulfil learning goals through an iterative process.
G3 The student starts with building their own network. identifying and meeting relevant people.

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

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