Hanze

Exchange-programme

Qualification awarded
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Length of the programme
6 months

ECTS credits
30

Level of qualification
Bachelor

Mode
Full-time

Language
English

School
School of Communication, Media & IT

Locations
Groningen

Minor Future of Technology & Society

Profile of the programme

The students learn to think critically about the impact of technology on the society of the future. Various technologies are introduced, like VR, AR and human computer interaction and the student chooses one for further research. They create a vision of the future and then apply that vision to develop a concept and a prototype using recent technology that has a big potential in the future. They organize a symposium that serves as a platform to discuss their vision and prototype to a larger audience.

Learning outcomes

A1 (level 2): The CMDer describes a complex structured problem context
The student: organises and prepares convincing explications of chosen technological developments.

A3 (level 2): The CMDer acquires knowledge on the domain, seeks relevant theories, analyzes technological developments and understands the possibilities therein for the purposes of solving a structured problem
The student:

- elaborates upon existing technologies to imagine possible future developments of related technologies.
- experiments with existing technologies to maximise their understanding of how these technologies function.

B1 B2The student elaborates upon existing knowledge in order to formulate a future problem.
E1 The student prepares for each session and displays co-operation in group activities.
C3 The student designs lo-fi prototypes to explain concepts to a wider audience.
E2The student accepts responsibility for their own behaviour and integrates professional ethical standards into their practice.

C1 (level 3): The CMDer independently develops purposeful digital interactive prototypes using complex prototyping methods and techniques
The student:

- constructs lo-fi prototypes to theorise future iterations of existing technologies.
- The student is able to imagine a future scenario and describe what it will mean for the users of that time. (A2)
- The student is able to theorise and visualise a future scenario that is arises from an historical context. (A3)
- The student transforms a diverse variety of cultural sources and products to create a robust motivation for their scenario. (A3)
- The student can reframe their imagined scenario and describes the ethical and social consequences of their scenario. (E2)
- The student demonstrates curiosity and responsibility for their own learning through their choice of sources, evidence and examples. (E2, H)
- The student makes prototypes to learn and to create opportunities (C6).
- The student uses technology to experiment and/or realize (C7).
- The student uses test to evaluate their prototype (D2).
- The student reflects and interprets evaluations of their prototype to improve future versions (D4).
- The student can communicate effectively interculturally (E1).
- The student acts and performs in a team (E2).
- The student plans, executes, checks, manages (time, budget, information, quality), and informs stakeholders about the progress of the design project (F1).
- The student predicts opportunities and risks with respect to the design project (F2).
- The student knows when to call upon experts for further realization of the prototype or product (F4).
- The student produces a usable recommendation on a complex assignment and advises on the implementation of the chosen design in an organization, thereby observing quality, feasibility (‘design to budget’) and the legal and organizational consequences (F2)
- The student is proficient in complex communication methods and can explain the added value of an innovation or product. (G1)

A3 (level 2): The student a**cquires knowledge** on the domain, seeks relevant theories, **analyzes technological developments** and understands the possibilities therein for the purposes of solving a **structured** problem.

B3 (level 2): The student connects **known goals, wishes, and needs** of the user and client in the concept in a **simple** context.

D (level 2): The student applies **multiple evaluation methods** during the design process.

G (level 1): The student **conveys** the added value of an innovation or product in an **inspiring and**

convincing manner through language and imagery.

Programme

Minor Future of Technology & Society	**credits**
Minor Future of Technology & Society	30
▯ GTVB23FTS1 - Project Technology and Society	*20*
▯ GTVB23FTS2 - Future Course	*10*

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