

Vak: Project

credits: 4

Vakcode CMVB18VIR2
Naam Project
Studiejaar 2020-2021
ECTS credits 4
Taal Engels
Coördinator I. Plutschouw

Werkvormen Projectonderwijs
Toetsen Project - Overige toetsing

Leeruitkomsten

C1. The CMDer elaborates digital interactive prototypes that are effective and using the correct methods and techniques.
D1. The CMDer applies multiple evaluation methods during the design process.
F1. The CMDer is capable of planning, implementing, monitoring, managing (time, budget, information, quality, feasibility) the design process, estimating success and risk factors for complex but structured design processes in a complex context
F2. The CMDer can, from a complex assignment, issue useful and applicable advice and provide recommendations on the implementation of the chosen design within an organisation, taking account of quality and feasibility (design to budget and the various legal and organizational consequences).
H1. The CMDer knows his/her own strengths and weaknesses, is capable of formulating learning needs, can reflect on and take responsibility for his/her own actions and manages the learning process.

Inhoud

In this project, you will work in small teams to conceptualize, design, and prototype a multi-faceted serious game for a real-world client. Combining elements from virtual reality (VR) and augmented reality (AR) with traditional game design principles, you will experience how new and innovative technologies can be applied to a wide range of educational and persuasive goals.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

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