

## Vak: Project Innovation Work Place

credits: 10

<b>Vakcode</b>	CMVB20IWP	<b>Werkvormen</b>	Projectonderwijs
<b>Naam</b>	Project Innovation Work Place	<b>Toetsen</b>	Project Innovatiewerkplaats - Overige toetsing
<b>Studiejaar</b>	2020-2021		
<b>ECTS credits</b>	10		
<b>Taal</b>	Engels		
<b>Coördinator</b>	M.S. de Jonge		

### Leeruitkomsten

E1 (level 2): The CMD professional acts and performs within a team and uses the team's diversity

- *Students will engage in (interdisciplinary) and complex collaboration forms with people from the education and research sectors and professional field.*

E2 (niveau 2): The CMD professional consciously works on the development of his professional attitude with respect to others, his ethical and society awareness and his intercultural skills

F1 (niveau 2) - The CMD professional 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 (niveau 2) - The CMD professional 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.

A3 (level 3): The CMD professional acquires knowledge from the domain, seeks out relevant theories and analyses new technological developments and has a clear understanding of their complex problem-solving potential

- *Students immerse in the domain of a complex research question.*
- *Students research and experiment with technologies and technological developments.*

A2 (Level 3): The CMD professional independently analyses data on the needs and wishes of users and stakeholders within a structured complex context

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

B1 (level 3) The CMD professional is capable of generating ideas and evaluates them thoroughly based on the problem context and user and client wishes

B2 (level 3): The CMD professional generates a creative concept for a digital interactive product and justifies this with the acquired knowledge, independently generated ideas and the relevant problem context.

- *Students design an innovative, interactive and digital solution for a research question by experimenting, evaluating and researching.*
- *Students justify choices during the design process in the context of the assignment and research question and present*

### Inhoud

The Innovation workplace (IWP) or Living Lab Project (in period 1 and 2) will see students get to grips with a design question or opportunity offered by a client in the context of innovation, interactivity and technology. You will apply a design-oriented research cycle. The foundation will be formed by input from target groups, client, stakeholders and experts on the basis of a range of design methods. You will collaborate with fellow-students, researchers and organisations from the professional field in an inspiring and stimulating learning environment. You will be encouraged to get to know new contexts and domains, and will also explore and learn to understand other roles and interests. Experimentation, exploration, conceptualisation and prototyping/evaluation in a learning environment that encourages the development of a professional, inquisitive and enterprising attitude. The student will be stimulated to develop a professional attitude in cooperation with clients, and act from an ethical and societal awareness.

*justification, process and a digital interactive product in presentations and report.*

H (level 3): The CMD professional manages his/her own strengths and weaknesses, is capable of formulating learning needs, can reflect on and take responsibility for his/her own actions, manages the learning process and profiles his/herself based on others and with that he/she adds something to the assignment of an organization

- *Students will take responsibility and initiative for their own process and contribution to the joint result, and remain actively involved despite any setbacks.*
- *Students will formulate personal learning objectives relevant to the innovative project assignment, apply various learning strategies and methods, reflect on their own development and benchmark their own perspective against the insights of others.*

I1 (level 3): The CMD professional operates independently from an investigative mindset

- *Students have an inquisitive and design based research attitude and work autonomously..*

I2 (level 3): The CMD professional has mastered a range of research methods and techniques and independently applies them in unstructured complex context

- *Students will go through the design cycle, having independently chosen a range of various generative and evaluative research methods.*

#### **Opgenomen in opleiding(en)**

Communication & Multimedia Design, Major Game Design

#### **School(s)**

Instituut voor Communicatie, Media & IT

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