Vak: Design Research #2 credits: 3

Vakcode	CMVB18DRG1	**Werkvormen**	Practicum / Training
Naam	Design Research #2	**Toetsen**	Design Research #2 - Overige toetsing
Studiejaar	2022-2023		
ECTS credits	3		
Taal	Engels		
Coördinator	H.C.M. van 't Hul		

Leeruitkomsten

A.1. CMD program learning outcome: The CMD professional can understand, describe and contextualise the problem context.
(Level 2) The student describes a structured and complex problem context

D.1. CMD program learning outcome: The CMD professional evaluates whether the product/service can achieve the intended goal over the course of the design process.
(Level 2) The student applies multiple evaluation methods during the design process

I.1. CMD program learning outcome: The CMD professional develops an investigative mind set: he/she is inquisitive, pro-active, open, critical, focused on gaining greater insight, willing to see things from different perspectives, willing to refrain from judgement and critically assess routines, can appreciate knowledge, and is eager to share insights with others
(Level 2) The student shows investigative mind set (under supervision) with regard to activities and skills.

I.2. CMD program learning outcome: The CMD professional has mastered a range of research methods and techniques, and can make well-founded decisions as to which is the most appropriate for each situation.
(Level 2) The student differentiates different research methods and techniques and applies these in a structured complex context.

I.3. CMD program learning outcome: The CMD professional can find and accurately assess the value of relevant data, is capable of interpreting research results and determining their quality (reliability, validity, relevance to the design) and the limitations of the research.
(Level 2) The student finds and evaluates (empirical) data within a complex and structured assignment and interprets the research results

Inhoud

The goal of this course is to show how research and design can be integrated in the design of games. As the goal of any game – be it entertainment or educational – is to realise a certain effect in the end user by creating a fitting user experience. An important question is thus: how do we ensure that the intended effect is actually realised by the game?
This course is an enhancement of previous research courses like Design Research in year 1 and User Centered Design in year 2. The student learns more about doing research and the relation with the design cycle. Various research strategies and methods will be discussed during this course, where a focus will be on preparing and conducting evaluations of game designs.
The course consists of classes about Games User Research and focusses on evaluation methods.
The course is assessed by a research report.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT