Vak: Game Development #2 — credits: 6

Vakcode	CMVB18VIR1	**Werkvormen**	Practicum / Training
Naam	Game Development #2	**Toetsen**	Game Development #2 - Overige toetsing
Studiejaar	2022-2023		
ECTS credits	6		
Taal	Engels		
Coördinator	O.M.N.C. Jansen		

Leeruitkomsten

A2 (level 2): The CMDer collects and analyzes the wishes and needs of users and stakeholders in a structured complex context

C2 (level 2): The CMDer applies knowledge of human-computer-interaction in the prototype
The student:
- generates and manipulates creative concepts for digital interactive prototypes for services and user experiences. The focus is on combining user requirements, user objectives and tools (media, technology) in a structured format.
- uses and experiments with digital tools in order to convey the message of their digital interactive prototype.

B2 (level 2): The CMDer describes a concept for a digital interactive product and relates this to acquired knowledge, ideation and the problem context.
The student:
- designs and instantiate concepts into prototypes (also C2).

D (Level 2): The CMDer applies multiple evaluation methods during the design process
The student:
- evaluates and iterates upon the design in order to achieve the intended goal.

F2 (level 2): The CMDer 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.

H (level 2): The CMDer knows personal strengths and weaknesses, formulates learning goals, reflects on these taking responsibility for personal conduct, and (re)directs themselves for the purposes of learning
The student:
- takes responsibility for his/her own professional behavior.

Inhoud

We start this course with an introduction into serious games and VR. In the first few weeks, you will dive into design specifications when it comes to developing games for various devices. After we will dive a little deeper into developing an interface, prototyping, testing and evaluating your game. There will be an individual assignment in which you practice all three roles. You will use the theory and reflect on the work you've developed.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT