

Vak: Project

credits: 4

Vakcode	CMVB18VIR2	Werkvormen	Projectonderwijs
Naam	Project	Toetsen	Project - Overige toetsing
Studiejaar	2022-2023		
ECTS credits	4		
Taal	Engels		
Coördinator	I. Plutschouw		

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

share your talent. move the world.

De ECTS onderwijscatalogus van de Hanze Hogeschool Groningen wordt met de grootst mogelijke zorg samengesteld. Het is echter mogelijk dat de inhoud van de catalogus - en de daarin vervatte informatie - verouderd, incompleet of onjuist is. Aan de inhoud van de catalogus kunnen dan ook geen rechten worden ontleend.