

Vakcode	CMVB19GL1
Naam	Game Lab
Studiejaar	2022-2023
ECTS credits	10
Taal	Engels
Coördinator	I. Plutschouw

Werkvormen	Projectonderwijs
Toetsen	Game Lab - Overige toetsing

Leeruitkomsten

A2. The CMDer collects and analyzes the wishes and needs of users and stakeholders in a structured complex context.
B2. The CMDer describes a concept for a digital interactive product and relates this to acquired knowledge, ideation and the problem context.

C2. The CMDer applies knowledge of human-computer-interaction in the prototype.

D1. The CMDer applies multiple evaluation methods during the design process.

E2. The CMDer consciously develops their own professional attitude towards others, their ethical awareness, and their intercultural competency.

F2. 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.

G1. The CMDer is proficient in complex communication methods and can explain the added value of an innovation or product.

H1. 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.

I2. The CMDer differentiates several research methods and techniques and applies these in a structured complex context.

J2. The CMDer builds their personal network, connecting others and stimulating information exchange.

A2; B2; C2; I2; J2 (level 2):

The student:

- researches and constructs a feasible digital product concept to be developed with attention to problem context, user requirements, stakeholder objectives and technological possibilities.

B2; C2; D1; E2 (level 2):

The student:

- creates an innovative project briefing and translates this into a persuasive, coherent plan and associated pitch presentation that identifies and addresses the needs of the various stakeholders.

C2; D1; E2; F2; J2 (level 2):

The student:

- simulates the functioning of a (major-specific) design

Inhoud

During Gamelab, you will form start-up groups and work in partnership with fellow students and professionals to build a concept, pitch your game and develop it in order to convince the judges of its potential.

In a series of workshops, coaching sessions and presentations you will work your way through a series of gates in which your concept and business case will be assessed by professionals. During the course of the project the professionals will have the ability to not accept various ideas as potential products. This means only the best ideas get to progress to the point of publishing.

You will develop according to the latest software engineering methods using production specifications determined by your team, the experts and coaches. By critically assessing your budget, role requirements, technology and concept you will guide your development team towards the release of your product.

As a professional individual you will provide your team the needed hours and effort to complete the development of the products. This means in most cases you will put in lots of hours to develop the needed assets and code.

During this course you will receive coaching from professionals on art, design, production, management and development. But it is your task to ensure you have access to the required information to succeed!

In a final demonstration to the judges and fellow students you will show the potential of your product. This includes the actual working product, but also an insight on your production process. You will provide evidence of and reflection on the work you have done in a development portfolio, and will defend that portfolio in an individual competency based interview.

Next to the team's product, you will work on your own Professional Portfolio in order to showcase your work. For this you will receive some workshops on how to make a Professional Portfolio.

company by developing and executing a feasible digital product concept using a process-oriented, project-based and organised approach.

E2; F2; G1 (level 2):

The student:

- develops and iteratively improves group processes within an agile, entrepreneurial project to better drive design decisions in an informed and innovative context. The student is able to gather enthusiasm for their design ideas with stakeholders, the team and the end users.

F2; G1; H1 (level 2):

The student:

- reflects and takes responsibility for their own self-development, and uses this insight to stimulate and improve project processes.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

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