# Vak: Interactive Environments — credits: 5

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| **Vakcode** | GTVB22ELIE |
| **Naam** | Interactive Environments |
| **Studiejaar** | 2023-2024 |
| **ECTS credits** | 5 |
| **Taal** | Engels |
| **Coördinator** | F.W. Maathuis |
| **Werkvormen** | Werkcollege |
| **Toetsen** | Interactive Environments - Overige toetsing |

**Leeruitkomsten**

**Learning Outcomes**

This Elective has five Programme Learning Outcomes.

**Programme Learning Outcomes**

B3. The student compares and selects appropriate technical solutions to satisfy complex problems.

C2. The student employs appropriate prototyping methods to develop digital interactive prototypes.

D2. The student can analyse the user experience, taking UX practices into account, to improve the solution.

F1. The student experiments with new technological trends and models a realizable solution.

F3. The student can experiment with different solutions and reflect upon their impacts and consequences.

**Inhoud**

In the Elective Interactive Environments students learn to design and build applications that interact with the real world and create interactive environments outside the screen. Digital games escape the traditional screen, keyboard and game controller more and more often. There are many new application areas, actual locations and ways of controlling that bring gaming experiences to the real world. Whether it is for exhibits, museums, VR/AR escape rooms or interactive art, games combined with real world interactions are a very powerful and engaging way to convey a message.

Students learn to critically analyze current events and how distill these down to a specific poignant topical issue to reflect on through the use of an interactive installation. Over the course of the first weeks of the elective, they will learn to give shape to a question or comment they wish to convey during the plenary moments. During the workshop moments they dive into new technologies and learn to adopt and implement these by connecting them to their own knowledge foundation. The latter weeks revolve around integrating individual sub-products based on these technologies to form a coherent final product that builds up to the conveyance of this comment or question.

**Opgenomen in opleiding(en)**

CMGT Exchange Minor Game Design & Development
Creative Media & Game Technologies
Communication & Multimedia Design, Major Game Design
Minor Game Design & Development

**School(s)**

Instituut voor Communicatie, Media & IT

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