Vak: Developing for Mobile

credits: 5

Vakcode	GTVB23ELDM
Naam	Developing for Mobile
Studiejaar	2023-2024
ECTS credits	5
Taal	Engels
Coördinator	F.W. Maathuis
Werkvormen	Werkcollege
Toetsen	Developing for Mobile - Overige toetsing

Leeruitkomsten

Learning Outcomes

A3. The student can construct concepts and relates these to relevant theory and the needs of the users.

B1. The student can construct technical solutions informed by relevant knowledge and theories.

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

C1. The student can make use of relevant visualisation techniques.

E2. The student can compare and choose appropriate channels and business models for their solution.

Inhoud

When developing a prototype of a game for a mobile device, one must take into account the connection between software and hardware. By learning and doing research on posibilities and limitations, questions like 'What factors are at play creating interactivity' and 'What elements of user experience should be taken into account?' will most likely arise. In this elective, a student will work individually on concept project that will be released for a mobile platform.

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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