format-course(s)

- Date: Author: Version: Status:
- Course name
- Study load
- Semester
- Contents
- Prerequisites
- Goals and attainment targets
- Place in curriculum
- Application area, motivating examples
- Teaching methods
- Nr of participants
- Special facilities

format-create(s)

format(s) – creative application(s) / project(s)
target(s) / _ / .

- **domain** – with *societal/personal* impact
- **elements** – new media & smart technology
- **scope** – *design & development* life-cycle
- **initiative** – staff / student / organisation(s)
- **exposure** – lab / UT / festival / *real life*

format-deliverable(s)

deliverable(s) – presentation(s)

1. concept(s) – (short) synopsis, with (optional) sketches
2. requirement(s) – with shareholders, planning, MOSCOW
3. story board(s) – storyline(s), non-linear storygraph, assets
4. prototype(s) – partial version(s) of interactive application(s)
5. accompanying website – with application and support
6. promotional clip – one/two minute trailer
7. justification – explanation of design decisions, reflection(s)
8. package – all the material with documentation

format-educate(s)

¡red¿creative technology¡/red¿ – an *integrative* curriculum   question(s) / format(s)

CS – computer science
NM – new media
ST – smart technology
MA – mathematics
DE – design

CA – creative applications

format-present(s)

format(s) – presentation(s)   _ .. / ... / deliverable(s) / problem(s) / _ / .

1. (working) **title** – informative, catching attention
2. **group member(s)** – name(s) & role(s)
3. **concept(s)** – short description < 10 line(s) + image(s)
4. **elaboration(s)** – e.g. with storyboard(s) and/or prototype(s)
5. **planning** – what needs to be done

for 5 minutes, say 3-4 slides, in google presentation, powerpoint or (prize-winning) prezi.com
   machine(s) / art(s) / change(s) / human(s) / reading(s)

format-project(s)

1. (working) **title** – informative, catching attention
2. (short) **synopsis** – < 10 lines
3. **keywords** – 3-5 indicating field of research & topic(s)
4. **context & problem statement** – 20-30 lines
5. indication of **relevance** – societal, scientific, < 5 lines
6. (short) **list of references** – core literature
7. **online resources & references** – additional material(s)

format-target(s)

format(s) – target(s) / project(s)

- **skills** – practical, hands-on, technology-oriented
- **knowledge** – ready-to-use, beyond skills, required insight
- **theory** – grounded in literature and scientific research
- **experience** – application of skills and knowledge in context
- **attitude** – personal disposition and motivation

machine(s) / art(s) / change(s) / human(s) / reading(s)