Course and curriculum development for Creative Technology

Title: CA4: Ambient Screen(s) Date: 23/5/08	Author: A. Eliens Version: 1.0

Course name	CA4: Ambient Screen(s)
Study load	*6*
Semester	*3*
Contents	*The course is meant as an integrative project, with a special focus on the ubuquitous availability of screens outside the workplace and personal home computer. Projects in this course concern finding creative solutions for interaction with this multitude of screen displays.* *Online reference(s):* - *http://smart-its.org* - *http://idisplays.info* - *http://www.deutsche-telekom-laboratories.de/~rohs/wikeye* *Remark: If possible the project(s) will be executed in the Utwente VR facility, the T-Xchange-Cell: http://www.txchange.nl with the goal of developing scenario-based serious games.*
Prerequisites	*Completion of all first year courses*
Goals and attainment targets	*The integrative nature of the CA5 project will contribute to find useful and interesting ways to combine smart technology and new media in novel applications.. The course aims at providing* - *awareness of privacy and security issues when using public displays* - *familiarity with developing concepts to facilitate interaction with non-computer screens* - *fluency in content production workflow and project managent* - *full literacy in applying learned skills to tackle problems in system and content development* *Students are expected to be well-motivated, and will be stimulated in problem-finding and the exploration of creative solutions..*

Course and curriculum development for Creative Technology (continued)

Course name	CA4: Ambient Screen(s)
Place in curriculum	*Integrative course in second year.*
Application area, motivating examples	*Off-computer screen displays include big urban screens on public squares, as well as medium size screens in shopping mals and lifts, as well as small screens that come with (mobile) gadgets or built-in consoles in buses or airplanes. To allow for intelligent interaction these screens may moreover be equiped with sensors and bluetooth.* *Interesting solutions are being developed, see online reference9s), that connect these screens with for example mobile gadgets, to support new patterns of shopping, tourism and game playing.*
Teaching methods	*The course will offer a selection of topics and projects, from which students may choose on the basis of their interest and specialization. Students will be encouraged to work in small, 4-5 person groups, of an interdisciplinary character,* *And will be closely supervised in all stages of the product-development life-cycle.* *Feedback will be given in workshop sessions, and by assessing the products as made available online. Peer reviews will not only be used for feedback, but will also form part of the procedure of assessment and grading.* *Grading takes place by assessing the work in a presentation session, where students present and discuss their work and contributions to the group project..*
Nr of participants	
Special facilities	*Contacts with potential industrial or societal partners must be established, to acquire interesting projects with a sufficient degree of relevance and technical interest.*