

## ambient screen(s) – assignment(s)

,

## basic exercise(s) – learn your skill(s)

basic exercise(s) / CA4

1. explore technology & concept(s) – see labs CA4

**criteria for grading:** basic technical skills, hygiene of code, adequacy of solution(s) & overall design.

## final application(s) – be creative ...

final application(s) / CA4 / exhibit(s)

- interactive vision(s) – **orchestra of scre(e/a)(n/m)s**

**criteria for grading:** originality & creativity, technical & design challenge(s), overall development skill(s).

## essay(s) – reflection(s) on ...

[www.writingstudio.eu](http://www.writingstudio.eu) / tip(s) / how to write an essay? / CA4

- professional role(s) – design, development, management
- design – aspirations & responsibilities
- innovation(s) – societal problems & (technological) solution(s)
- technology – creative potential of new development(s)
- game(s) – creative exploration(s) in game design

**criteria for grading:** clarity of exposition, understanding of technology & context(s), originality of argument(s).

**comment(s) & feedback:** oral and/or written, (partly) based on **student presentation(s)** in class and online portfolio(s). Student **peer review(s)** may provide additional feedback. but will play no dominant role in grading.