

Course and curriculum development for Creative Technology	
Title: CA3: Have Fun and Play! Date: 25/4/08	Author: A. Eliens Version: 0.8
Course name	CA3: Have Fun and Play!
Study load	6
Semester	2
Contents	<p><i>The course is meant as an integrative project, which combines the various elements introduced in the first year of creative technology, where students experience the need for planning and project-management. Topics include:</i></p> <ul style="list-style-type: none"> <i>* application of creative technology elements</i> <i>* explore combination smart technology & new media</i> <i>* development interactive game play</i> <i>* write business & communication plan</i> <i>* reflection on societal context of media & smart system deployment</i> <p><i>Although acquisition of the actual theme of the project must be done by senior staff, students will be expected to take an active part in the selection of theme(s) and target(s), and developing the final application(s) or product(s).</i></p> <p><i>The project is meant to function in a local festival, preferably in cooperation with organisations such as:</i></p> <ul style="list-style-type: none"> - http://www.creatiefabriek.nl/ - http://www.planetart.nl
Prerequisites	CA1&2, CS1&2, NM1&2, ST1&2, MA1&2, DE1&2
Goals and attainment targets	<p><i>The integrative nature of the CA3 project will contribute to more firmly establishing skills, and deepening students' knowledge of smart systems and interactive media applications. The course aims at providing</i></p> <ul style="list-style-type: none"> <i>- awareness of business models and the societal context of projects</i> <i>- familiarity with requirements analysis, planning, concept-development and project-management</i> <i>- fluency in problem-finding and ways of generating ideas</i> <i>- full literacy in applying learned skills to tackle problems in system development</i> <p><i>Students are expected to be well-motivated, and will be stimulated in problem-finding and the exploration of creative solutions..</i></p>

Course and curriculum development for Creative Technology (continued)	
Course name	CA3: Have Fun and Play!
Place in curriculum	<i>Integrative course for end of first year.</i>
Application area, motivating examples	<i>Each year a preparatory investigation must be done, preferably by a group consisting of staff members and students, in close contact with potential industrial or societal partners, to select one or more potential theme(s) and topic(s) that may serve as a challenging target.</i>
Teaching methods	<p><i>The structure of CA3 project will be determined by the students themselves. The role of the staff will primarily be to safeguard the project from (beginners) mistakes, and to encourage critical reflections on decisions and potential consequences. To avoid potential misunderstandings, this is not total freedom, but rather a strictly supervised approach, where established standards of project-management will not serve as a prescription, but rather to give feedback and control initiatives originally formulated and proposed by (groups of) students.</i></p> <p><i>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..</i></p>
Nr of participants	20-30
Special facilities	<i>Contacts with potential industrial or societal partners must be established, which may require additional technical support.</i>

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