

schedule(s) – common(s) / register / submit review(s)! / / request for grading

participant(s) / lab(s) / assignment(s) / CA4

1. introduction topic(s) & challenge(s)
2. brain storm(s) – concept development
3. planning – concept & application development
4. development scenario(s) & storyboard(s)
5. workflow(s) – asset development
6. basic media & communication theory
7. societal context of creative application(s)
8. delivery and presentation of final application(s)