

we create identity – assignment(s)

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

basic exercise(s) / CA1

1. blog(s) – see labs CA1
2. (optional) creative hotspot(s) (mini) game – using www.umapper.com/pages/geodart
3. short (1-2 min) clip(s) – for www.youtube.com/results?search_query=creative+technology

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

final application(s) – be creative ...

final application(s) / CA1 / exhibit(s)

- **interactive video(s)** – using XIMPEL / **resource(s)** [TV/view(s)/example(s)] (to be continued)

optional **exhibition of work** – in **SmartXP hall**

search regional topic(s) & map(s)

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

essay(s) – reflection(s) on ...

www.writingstudio.eu / tip(s) / how to write an essay? / CA1

- 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.