CA3: *have fun and play!*

date: 25/2/08; author: A. Eliëns; version: 1.0 (discussion)

course name
CA3: have fun and play!

study load
6 ects

semester
2

contents

The course is meant as an integrative project, which combines the various elements introduced in the first year of *creative technolgy*, where students experience the need for planning and project-management.

- application of *creative technology* elements
- explore combination *smart technology* & *new media*
- development interactive game play
- write business & communication plan
- reflection on societal context of media & smart system deployment

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).

prerequisites
CA1&2, CS1&2, NM1&2, ST1&2, MA1&2, DE1&2

goals and attainment targets

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.

- skill(s) – multi-platform technical development
- knowledge – interaction & game play
- theory – smart technology, media & communication
- experience(s) – large scale application with (societal) impact
- attitude – acquisition, problem-finding, self-organization, creative solutions

In addition, it allows students to gain experience in a more independent approach to identify requirements delevop creative solutions, and perform risk-analysis.

place in curriculum
Integrative course for end of first year.

application area, motivating examples

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) in areas such as (not-exhaustively) indicated in the list below:

- canonical example(s) – art(s) / quote(s)
- (online) reference material(s) – visual design / game development
- challenging target(s) – multimedia theatre / VJ! / festival(s)

The references below provide additional material to potentially fit a project in a wider intellectual or academic context.

teaching methods

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.

course structure

1. introduction topic(s) & challenge(s)

2. exploration of platform & production requirements

3. planning – concept & application development

4. establishment of business plan

5. contract negotiation & realization

6. basic media and communication theory

7. business and societal context of the creative application(s)

8. delivery and presentation of final application(s)

If acquisition and brainstorming is taken into account, the project should run for a longer period of time. However, after the initial phase, when production and development take priority, students should be allowed to work (almost) fulltime, with full attention to the challenge(s) offered by the project.

nr of participants
20

special facilities
Computer lab, meeting room(s) & presentation facilities.
Contacts with potential industrial or societal partners must be established, which may require additional technical support.

reference(s)

1. method(s) – www.agilemanifesto.org/principles.html

2. resource(s) – game design patterns / team work

3. Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Roccetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373

4. Eliëns A., van de Watering M., Huurdeman H., Bhikharie S.V., Lemmers H., Vellinga P. , Clima Futura @ VU – communicating (unconvenient) science, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Roccetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373

5. A. Eliëns, topical media & game development – media.eliens.net