

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

participant(s) / lab(s) / assignment(s) / NM5

- session 1: introduction(s) – the team & finding (y)our topic(s)
- session 2: [R/X] background(s) – narrative(s) & human(s)
- session 3: [U] topic(s) – pitch / design(s) & gamification(s) ?
- session 4: [M] workshop(s) – express (y)our idea(s) !
- session 5: [C] student presentation(s) – concept(s) & plan(s)
- session 6: [E] reflection(s) – scientific and ethical aspects
- session 7: roundup(s) – festival(s) / exhibit(s)
- session 8: [T/P] presentation(s) – concept(s) / prototype(s)

the schedule is taken from serious gaming developed for VU/UvA, aka *serious games in a social context*, see also the overview. The actual sessions though will be adapted to the specific needs of the *creative technology* students.