

assignment(s) – serious games in a social context

basic exercise(s)

- project utopia – brief description of ideal society and potential role of (y)our serious games
- moodspace – concept design & (also) exercise in visual rethorics

final project(s)

- game (prototype) – with sufficient documentation
- mockup (concept design) – with elaboration of narrative(s) and visual design

remark(s) Since the group is expected to be highly heterogenous, the final project(s)/assignment(s) allows for a sufficiently wide range of options. In most cases, the final projects will be done in groups. In the course we will pay special attention both to the formation of the groups as well as the communication dynamics within groups, and the facilitation thereof by technological means, e.g. collaborative authoring tools and social networks.