Vak: Future design   credits: 10

Vakcode	CMVB20FUDG	**Werkvormen**	Projectonderwijs
Naam	Future design	**Toetsen**	Future design - Overige toetsing
Studiejaar	2020-2021		
ECTS credits	10		
Taal	Engels		
Coördinator	B.A. van der Meer		

Leeruitkomsten

A. Orientation & comprehension
1 (level 2) The CMD professional describes a complex structured problem context
3 (level 3) The CMD professional acquires knowledge from the domain, seeks out relevant theories and analyses new technological developments and has a clear understanding of their complex problem-solving potential

B. Conceptualising
1 (level 3) The CMD professional is capable of generating ideas and evaluates them thoroughly based on the problem context and user and client wishes

C. Visualising & creating prototypes
1 (level 2) The CMD professional elaborates digital interactive prototypes that are effective and using the correct methods and techniques.
3 (level 3) The CMD professional independently applies complex multimedia and media technology in aid of the design process.

D. Evaluating
1 (level 2) The CMD professional applies multiple evaluation methods during the design process

J. Entrepreneurship
1 (level 2) The *CMD professional* analyzes new market developments, within the organization or the domain of technological possibilities.

Inhoud

CMD's work field and the various applications of CMD products are constantly changing. Keeping up with these changes and developments as a CMD student is important in order to be able to envision various ways how CMD technologies can play a rol in future developments and solving future problems. Future Design tries to enlarge students 'Futures Literacy' in CMD.

To do so, Future Design takes 'the city' as a playground, challenging students to design prototypes that envisions how future users will use future technologies to solve future problems. All in context of nowadays themes like climate adaptation, energy and the smart city. Using the design cycle as a design proces students develop a number prototypes, using a number of prototyping tools to get the story of their design across. The combination of prototypes will tell the complete story of the experience that the student has designed. If possible, students will present their designs at public manifestations as Let's Gro to collect feedback on their work.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT