Vak: Prepare   credits: 5

Vakcode	CMVB20PREG	**Werkvormen**	Werkcollege
Naam	Prepare	**Toetsen**	Prepare - Overige toetsing
Studiejaar	2020-2021		
ECTS credits	5		
Taal	Engels		
Coördinator	C.J. Westerkamp		

Leeruitkomsten

A1 The CMD'er independently describes a complex, unstructured context A2 The CMD'er independently collates and analyses the requirements of users and stakeholders in a complex, unstructured context

A3 (level 3) The CMD'er gathers appropriate knowledge of the domain, researches relevant theories and analyses new technological developments and understands the possibilities this offers to solve complex problems.

F1 The CMD'er independently plans, checks, executes, controls (time, budget, information, quality, feasibility), estimates success and risk factors and informs about the progress of a complex design trajectory in an unknown, complex context

I1 The CMD'er works independently with an investigative attitude

I2 The CMD'er masters an array of research methods and techniques and uses them independently in an unstructured complex context

Inhoud

In this course the student prepares for graduation with the aim to efficiently and effectively complete the graduation assignment

Prepare consists of the following two parts:

1. A first part that covers the design cycle, which methods and techniques can be used and the set-up and execution of the various phases of the cycle. This looks at earlier completed graduation assignments from other students (design trajectory), theory and practical experience concerning the different phases of the design cycle, possible available literature and expert information.

2. A second part where the acquired methods and techniques will be put into practice for the student's own graduation assignment that has been approved by the CMD career desk with the emphasis on creating a roadmap / canvas that can be used during the execution of the assignment.

During this part we will look at possible available literature, possible available information about for example target audiences, trends, competitors, best and worst practices based on desk research and information from stakeholders and experts.

Students who don't have an approved graduation assignment will be offered a solution with a comparable learning outcome.

The student will present the acquired knowledge and the end products in a closing session that also functions as the start of the graduation trajectory.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

share your talent. move the world.