Vak: Playful Pasts & Futures   credits: 5

Vakcode	GTVP21PPF	**Werkvormen**	Onderwijs
Naam	Playful Pasts & Futures	**Toetsen**	Playful Pasts & Futures - Overige toetsing
Studiejaar	2021-2022		
ECTS credits	5		
Taal	Engels		
Coördinator	S.A. Smith		

Leeruitkomsten

2B: The student knows and can reproduce appropriate prototyping methods

3C: The student can ideate a concept relevant to the problem context

5A: The student is aware of new technological trends and can instantiates them under guidance

5B: The student infers and indicates concepts and solutions to complex problems

6B: The student describes and presents a product or concept in a structured context

7C: The student starts with building their own network. identifying and meeting relevant people

Inhoud

Playful Pasts and Futures is a course that historicises games and confronts students with the questions like 'why do we study games?'. Student will learn how play is a form of learning and how we use games to explore the possibilities of new technology. The course touches on the history of the internet, technology and games and the ethics connected to it.

Essential to understanding interactive systems and their possibilities is to be able to see the elements of which a system consists and how they relate to the experience the system intends to deliver. For budding new technologies these elements might be clear, but the experiences they could deliver are still being explored. A fundamental part of exploring these experiences is to find goals and interactions for new technology that stimulates familiarization and sparks engaging interaction.

By being able to assess and identify the core tenets of interactive systems, the student is challenged to reassess their own relation to the interactive systems they know. In turn, this understanding opens the student up for identifying new interactions or applying old interactions in novel ways; and enables the student to assess the current interactive digital media industries and identify new opportunities to act on.

The course is assessed by a poster presentation and a written report.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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