Hanze

Vak: New Technology Adaptation — credits: 10

Vakcode	GTVB22NTA
Naam	New Technology Adaptation
Studiejaar	2026-2027
ECTS credits	10
Taal	Engels
Coördinator	J.V. Lopez
Werkvormen	Projectonderwijs
Toetsen	New Technology Adaptation - Overige toetsing

Leeruitkomsten

1. LOL D Level 2 - The student can construct and iterate technical solutions informed by relevant concepts and the needs of stakeholders. (**Technology**)
2. LOL D Level 2 - The student can examine and situate diverse perspectives to elaborate digital products using relevant creative media techniques. (**Creative Media**)
3. LOL C Level 2 - The student explores the design challenge, applies appropriate user experience methods, and evaluates the user experience of the solution. (**UX**)
4. LOL A Level 2 - The student engages and performs within their team, valuing the team's diversity and facilitating contributions of team members. (**Team Work**)
5. LOL F Level 2 - The student manages their own learning processes and builds their own network, choosing appropriate channels in order to facilitate future career development. (**Career Development**)
6. LOL E Level 2 - The student demonstrates appropriate technical solutions, employing relevant prototyping methods that are informed by needs of the stakeholders. (**Demonstration**)
7. LOL E Level 2 - The student demonstrates a prototype that engages with and results from user testing. (**Demonstration**)
8. LOL E Level 2 - The student demonstrates the added value of that solution utilizing audience-relevant means of communication. (**Demonstration**)

Inhoud

In New Technology Adaptation, students will work in teams to build a solution to specific problem of a real client using mobile technology. Students will work following an Agile process to develop, iterate and test a solution to the client's design brief. In making their solutions, students will address the extent to which the solution meets the needs of the target audience and the appropriateness of the technological solution.

Design Brief

The design brief for the assignment will be provided by the client.

Design Constraints

• The solution must be made in the technology preferred by the client.

• Feedback on the proposed solution must be gathered from the client prior to the final demonstration.

• The solution must be justified based on appropriate user experience research and must be playable at the demonstration.

• The visual style must be appropriate to the needs of the target audience.

In solving the design brief, student teams are supported by project coaches, and a series of workshops related to Mobile Development and UX.

Students are expected to put in the necessary hours and effort to have a tested concept and a working prototype of their game, and to have tested their game with the target audience.

The course is assessed via a demonstration, in which the working prototype is shown to teachers and fellow students; and by a development portfolio, assembled over the duration of the course, in which the student provides evidence of what they have done and what they have learned.

The entry requirement to this project is having passed GTVP24PPP in the CMGT first year programme

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

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