

2023

Project Hybrid (G&I-2-HYBRID-20)

General information

Course ID

G&I-2-HYBRID-20

Course type

Module

Credits (ECTS)

6 ECTS

Language of instruction

Dutch, English

Study Year

Year 2

Offered by

HKU Games and Interaction

Contact time (hours)

42

Self-tuition (hours)

126

Course information

Content 1

In this project, students design an environment in which physical and virtual dimensions converge.

The project is driven by research into the experience and perception of the player/user. It investigates the role of the senses and how behaviour and experience can be influenced. The physical and virtual space which the user enters is essential for the overall user experience. A space leaves an impression, triggers behaviour, creates feelings and tells a story. The challenge is to capture and enhance this by means of an interactive game/experience. During the project, the focus will shift from concept to production, with an essential role for prototyping the design during both phases.

Learning objectives

After completing this module, students can:

- conduct research into the environment, context and external factors that can influence the design;
- demonstrate research into new technologies and, if required, integrate them into the design and prototype;
- demonstrate that the design is based on thorough research;
- work with their team to develop a concept into a proof of concept and/or prototype based on artistic and technical knowledge skills and using physical and relevant technology;
- effectively apply a project management method;
- effectively react and act in response to questions and requirements from professional, commercial and/or social contexts.

Competences

Competences

- 01. Technical expertise and analysis
Technological competences
- 02. Design and prototyping
Technological competences
- 03. Testing and implementing
Technological competences
- 04. Research and analysis
Designing competences
- 05. Conceptualisation
Designing competences
- 06. Design
Designing competences
- 09. Project-based working
Organizing competences
- 10. Communication
Organizing competences
- 11. Learning and reflective skills
Professional competences

Education forms

Information Instructional modes

Project, lectures, tutorials

Attendance / Participation requirement

Students have attended 100% of the sessions or done a substitute assignment that was approved by the lecturer; Students have actively participated in the lessons (by completing assignments to the satisfaction of the lecturer, for example).

Instructional modes

- Project

Assessment criteria

Assessment criteria

PROJECT DOCUMENTATION

Well written and edited project documentation with the following components

1A) RESEARCH INTO THE USER EXPERIENCE AND ENVIRONMENT

-distinct and explicit research into the desired user experience within a specific context: how is a user being steered or nudged in a specific environment

1B) RESEARCH INTO THE RELEVANT TECHNOLOGY

-what technology exist or will be introduced in the near future with potential for a hybrid experience (e.g. domotica, robotica, AR, VR)

1C) USERTEST

- Well executed user test with at least 5 persons
- Clear documentation of the construction, execution and analysis of user tests
- Clear argumentation which results of the user test will be taken into account in the next design stage.

1D) INDIVIDUAL CONTRIBUTION AND GROUP PROCESS (assessed by supervisor)

- individual team member contributes in a professional way to the process and the end product
- clear description of team composition
- quality of PMI reflection (individual and group)

2 PRESENTATION of THE DESIGNED EXPERIENCE (assessed by a committee of at least 2 teachers)

A working and convincing prototype, where we focus on:

A) Quality interaction / gameplay

- interaction leads to the desired user experience
- rules are clear for the user and easy to manage
- the physical and virtual world are interconnected in a well designed way

B) Quality of technical execution and design

- the design contributes to the desired user experience (both type of experience and usability)
- the design communicates clearly the interaction and the narrative context sphere to the user.

Pass mark

Each main component is marked in accordance with Alphanumeric scale 2: fail, pass, good and very good.

The module has been passed if:

The student gets a least a pass for the component Individual Contribution (1D) and at least sufficient scores for the other items.

Deliverable

1. Interactive experience in which the design of the combination of the physical and virtual world is key.
2. Research/Play test
3. Project documentation
4. Trailer/Concept video demonstrating final result

Tests

Lecturer / Committee Assessment

Lecturer Assessment

Participation requirements for interim examinations

Students hand in the work to be assessed in accordance with the lecturer's instructions.

Tests

- Test
Assignment

Test weight
100

Minimum grade
A satisfactory result

Credits
6

Grading scale
Differentiated (VG, G, PASS, FAIL)

Lecturers

Lecturer

- C Roth
- E van Ouwerkerk Moria
- F Booij
- V Booman
- W Giebels

Contact person

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