

2023

Behavioural Science II (G&I-2-KBEHSC2-20)

General information

Course ID

G&I-2-KBEHSC2-20

Course type

Module

Credits (ECTS)

2 ECTS

Language of instruction

Dutch

Study Year

Year 2

Offered by

HKU Games and Interaction

Contact time (hours)

16

Self-tuition (hours)

40

Course information

Content 1

In Behavioural Science II we further explore human behaviour in supporting design choices. The 'why question' is dealt with. You choose a psychological or psychologically-tinted design/principle/model you would like to explore further. The result of this exploration can assume various forms, such as a design, artefact or paper. Research and design are discussed further on the basis of peer-reviewed learning, triple loop learning and short iterations.

Learning objectives

- You are able to define which concepts and/or phenomena from psychology (bio-psycho-social) would be interesting to research in more depth (perhaps for your own design process)
- You are able to make a choice in studying a concept/phenomenon: you expand your knowledge of the concept or improve your knowledge by combining various approaches/disciplines.
- You are able to state the form of research (paper, prototype, poster presentation, etc.) from which you have gained the most.
- You are able to work iteratively on an end product of your choice.
- You are able to give constructive feedback on a peer's concept and (interim) product and integrate

Entrance requirements

- Passing Behavioural Science I

Module context

- This module continues on from Behavioural Science I

Competences

Competences

- 04. Research and analysis
Designing competences
- 05. Conceptualisation
Designing competences
- 12. Responsibility
Professional competences

Education forms

Information Instructional modes

Coaching, work groups, self-study

Attendance / Participation requirement

You put in 100% attendance or complete a replacement assignment in consultation with the lecturer.

Instructional modes

- Coaching
- Peer review
- Working group

Assessment criteria

Assessment criteria

- the deliverable meets the teachers specific requirements (referencing, quantity of material etc.)
- clear and concrete description of the question or the starting-point of the research
- completeness of the product
- product has a clear and logical structure (introduction, data presentation, analysis, conclusion etc.)
- product is understandable and readable for externals
- the psychological concept/ model/ phenomenon is being explained in a clear and correct way
- conclusions in the product are being drawn on the basis of facts and research
- level of depth / insight in the chosen problem/ challenge
- usefulness of new insight for own design

Pass mark

-All criteria must be met to pass the module

Deliverable

A by the teacher accorded form (paper, design, poster presentation, prototype, concept) that is useful and understandable for peers. In this 'form' the student examines its own fascination for a certain psychological theory, phenomenon in a playful critical and substantiated way.

The product also contains a process description in which the peer feedback had been utilized. The product must end with three reflective take aways that are useful for externals.

Tests

Lecturer / Committee Assessment

Lecturer Assessment

Explanation of tests

Voor het beschrijven van de begrippen mag A.I. (zoals bijv. ChatGPT) gebruikt worden. De door AI gegenereerde omschrijving wordt dan als 1 bron gezien. Wel wordt van de student verwacht dat hij/ zij/ + het antwoord dat AI geeft kritisch beschouwt voordat deze wordt opgevoerd als (relevante en geloofwaardige) bron. De overige bronnen dient de student zelf te zoeken.

Bij gebruik van AI dient in een bijlage de prompt letterlijk weergegeven te worden net als het resultaat ervan zodat de docent duidelijk kan bepalen wat de student heeft overgenomen en wat deze zelf heeft bedacht/ aangepast.

AI kan niet gebruikt worden voor het genereren van een casus.

AI kan gebruikt worden voor het verbeteren van taal en spelling. Ook hier dient in een bijlage aangegeven te worden wat de versie was voor en na het herschrijven door AI.

Tests

- Test 1

Assignment

Test weight

100

Minimum grade

A satisfactory result

Credits

2

Grading scale

Differentiated (VG, G, PASS, FAIL)

Lecturers

Lecturer

- M Valente

Contact person

M Valente

marilla.valente@hku.nl