5 ECTS, 2nd trimester 2013/2014 **Rafael Bidarra** (tel. 27 84564; R.Bidarra@tudelft.nl) Fac. EWI, room HB.11.230

SUMMARY

Project-based Computer Science (CS) interdisciplinary course, also open to MSc students of all other faculties.
The main goal of the project is to take students with varying talents, backgrounds, and perspectives and put them together to do what none of them could do alone: to implement a serious game aimed at being applied in a real-world setting (educational, commercial, social, professional training, etc.).
Assignments for this course are commissioned by a variety of real-world companies/end-users.
All students work in interdisciplinary teams, under the supervision of the respective company/end-user to whom the team will be reporting throughout the term of the project. The emphasis of this project is on sensibly deploying whatever game technology is adequate to constructively fulfilling the game requirements. Therefore, a predominant role is played by solving the various, possibly conflicting, technical challenges.
In previous years, various serious game prototypes originated in this project were eventually developed and actually deployed for their intended application.

LEARNING OUTCOMES

At the end of the project, **CS students** will demonstrate proficiency in the following specific CS issues:

- identifying, selecting and deploying the most adequate game technology for a given serious game application, with a special emphasis on user interaction and media aspects;
- deepening programming skills while building a complex and large software system in an agile context.

Additionally, at the end of the project, **all students** will demonstrate proficiency in:

- adapting with flexibility to the requirements of a complex external assignment, in order to translate them into strong serious game concepts;
- identifying and developing the soft skills necessary to work in interdisciplinary teams;
- interacting within a team, valuing and integrating its members' varying talents and expertise;
- translating feedback received into proactive personal development steps.

ASSESSMENT

Project assessment will be based on a combination of a product grade (unique for the whole group), a process grade (individual) and peer evaluation.
The company/end-user will be involved both as advisor and as assessor.

PREREQUISITES

For CS students: programming experience with some object-oriented language; some knowledge of graphics, modelling or AI is certainly welcome.

For all students: though not compulsory, having followed the MSc course SPM9235 (Game design project) is a pro.

SCHEDULE 2013/2014

Mondays 10.45 - 12.30 (DW-PC 0.010)
Tuesdays 13.45 - 15.30 (TN-Classroom 7 - A257) (only in case of guest lecture)
Fridays 8.45 - 10.30 (DW-PC 0.010)

Kick-off meeting: Monday, 11 November 2013, 10.45
Place: Room G, Fac. EWI