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basic exercise(s) – learn your skill(s)

- mini game(s) – in unity

criteria for grading: basic technical skills, hygiene of code, adequacy of solution(s) & overall design.

final application(s) – be creative ...

- **interactive space(s)** – critical game(s) & installation(s) / CTSG

criteria for grading: originality & creativity, technical & design challenge(s), overall development skill(s).

essay(s) – reflection(s) on ...

- interactive space(s) – design, development, technology
- game design – aspirations & responsibilities
- innovation(s) – societal problems & (technological) solution(s)

criteria for grading: clarity of exposition, understanding of technology & context(s), originality of argument(s).

comment(s) & feedback: oral and/or written, (partly) based on **student presentation(s)** in class and online portfolio(s). Student **peer review(s)** may provide additional feedback. but will play no dominant role in grading.