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# University of Pretoria Yearbook 2016

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## Multimedia: Project 300 (IMY 300)

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| <b>Qualification</b>          | Undergraduate  |
| <b>Faculty</b>                | <a href="#">Faculty of Engineering, Built Environment and Information Technology</a> |
| <b>Module credits</b>         | 45.00  |
| <b>Programmes</b>             | <a href="#">BIS Multimedia</a><br><a href="#">BIT Information Technology</a>         |
| <b>Prerequisites</b>          | No prerequisites.  |
| <b>Contact time</b>           | 2 lectures per week, 1 practical per week  |
| <b>Language of tuition</b>    | English  |
| <b>Academic organisation</b>  | Information Science  |
| <b>Period of presentation</b> | Year   |

### Module content

\*Closed - requires departmental selection. The module enables students to combine all their knowledge gained through out their studies to create a functional game. The course consists of extensive game design theory teaching. The students create a game by following an iterative design process, extensive documentation and in depth play testing and usability testing. The final product is a creative, innovative and complete game.

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