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# University of Pretoria Yearbook 2016

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## Multimedia: Project 300 (IMY 300)

<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> <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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