

University of Pretoria Yearbook 2018

Multimedia: Project 300 (IMY 300)

Qualification Undergraduate

Faculty [Faculty of Engineering, Built Environment and Information Technology](#)

Module credits 45.00

Programmes [BIS Multimedia](#)

[BIT](#)

Prerequisites COS 212

Contact time 1 practical per week, 2 lectures per week

Language of tuition Module is presented in English

Department Information Science

Period of presentation 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.

The information published here is subject to change and may be amended after the publication of this information. The [General Regulations \(G Regulations\)](#) apply to all faculties of the University of Pretoria. It is expected of students to familiarise themselves well with these regulations as well as with the information contained in the [General Rules](#) section. Ignorance concerning these regulations and rules will not be accepted as an excuse for any transgression.