

University of Pretoria Yearbook 2019

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 2 lectures per week, 1 practical 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.

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