

# University of Pretoria Yearbook 2020

## Multimedia: Project 300 (IMY 300)

**Qualification** Undergraduate

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

**Module credits** 45.00

**Programmes** [BIS Multimedia](#)

**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.

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