Multimedia: Project 300 (IMY 300)

Qualification	Undergraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	45.00
NQF Level	07
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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