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basic exercise(s) – learn your skill(s)

- interactive identity/brand/mood-board/space(s) – why?

criteria for grading: basic technical skills, hygiene of code, adequacy of solution(s) & overall design.

final application(s) – be creative ...

***** **telemedicine scenario(s)** – project(s)
***** **nano technology animation(s)** – project(s)
  * **art explanation(s)/game(s)** – who's afraid of red, yellow, blue
  ** **visual simulation of dynamic(s)** – a (mathematical) love story
  *** **interactive exercise manual(s)** – health game(s)

criteria for grading: originality & creativity, technical & design challenge(s), overall development skill(s).

essay(s) – reflection(s) on ...

- **technology** – detailed discussion of examples
- **style** – problems and solutions in interactive applications
- **frameworks** – explorative discussion and comparison of tools, APIs, SDKs
- **application(s)** – description of (existing) visualisations and solutions

criteria for grading: clarity of exposition, understanding of technology & context(s), originality of argument(s).

comment(s) & feedback: oral and/or written, (partly) based on **student presentation(s)** in class and online portfolio(s). Student **peer review(s)** may provide additional feedback. but will play no dominant role in grading.