

<b>Application and Game Product Design</b>					
<b>Course code</b> CIF62044	<b>student workload</b> 90 hours	<b>credits</b> (according to ECTS) 4.5 ECTS	<b>semester</b> Sem. 6	<b>frequency</b> each even-semester	<b>duration</b> 16 meetings
<b>1</b>	<b>Types of courses</b> elective	<b>contact hours</b> 63 hours	<b>independent study</b> 27 hours	<b>class size</b> 40 students	
<b>5</b>	<b>Prerequisites for participation</b> Completed Human - Computer Interaction				
<b>2</b>	<b>Learning outcomes</b> IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-13 Graduates are able to perform abstraction, modeling, representation, and data acquisition in order to perform the data analysis				
<b>3</b>	<b>Subject aims</b> <ol style="list-style-type: none"> <li>1. Students are able to engineer and evaluate the application of various types of interactions between users and computers</li> <li>2. Internalizing the entrepreneurial spirit</li> </ol>				
<b>4</b>	<b>Teaching methods</b> lectures, case study, class discussion, presentation				
<b>6</b>	<b>Assessment methods</b> assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
<b>8</b>	<b>This module is used in the following degree programmes as well</b>				

	Informatics Engineering
10	<b>Responsibility for module</b> <b><i>Name of lecturers</i></b>
11	<b>Other information</b> <ol style="list-style-type: none"><li>1. Nir Eyal. Hooked: How to Build Habit-Forming Products. Penguin Group, 2014.</li><li>2. Dan Olsen. The Lean Product Playbook: How To Innovate with Minimum Viable Products and Rapid Customer Feedback. Wiley Publishing, 2015.</li><li>3. Alexander Osterwalder &amp; Yves Pigneur. Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers. Wiley, 2010.</li></ol>