

# Assessment - topic

Pervasive game to support *social life*  
**in/from** the campus

# Assessment - topic

- Pervasive game

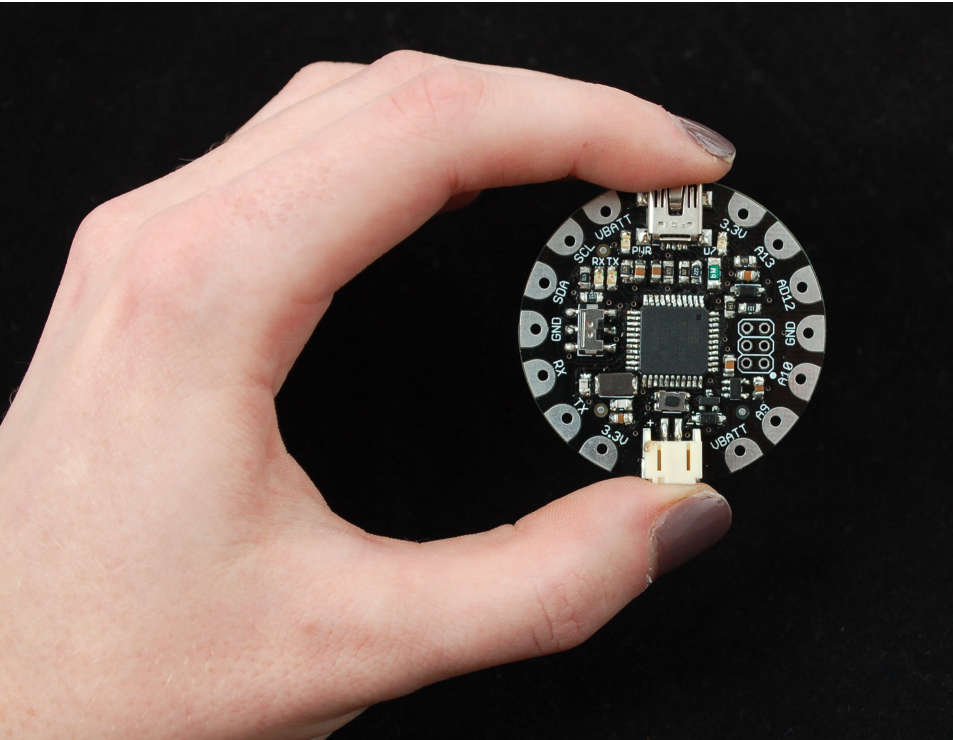
"one or more salient features that expand the contractual magic circle of play spatially, temporally, or socially."

“playful activities that use mobile technologies as interfaces and the physical space as the game board”

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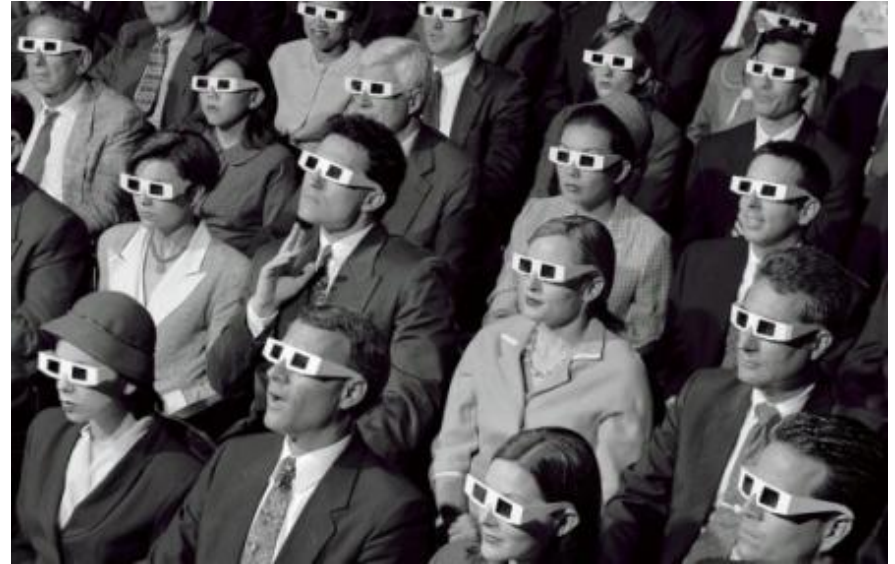


Adafruit's Flora



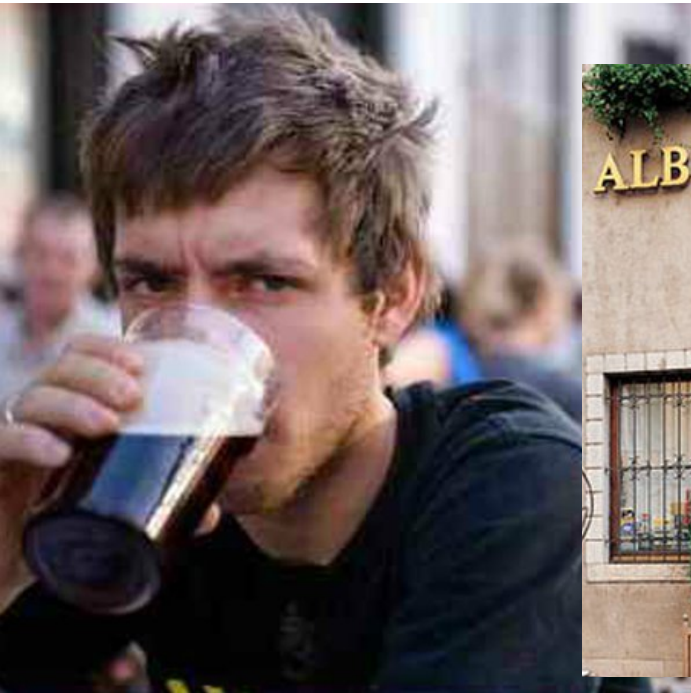
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- Social life



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# Assessment - calendar

## Coursework

- A practical exercise of UCD
- Group project with individual activities and written report

## Exam

- Presentation of the project (ideally by the entire group) during examination time
- Short written exam (related to your project)

## Extra

- Short presentation of the project

# Assessment - suggestion

- Use your imagination ... in the limits of what is real (feasible)
- The report should document the design process, not just the final product