

BSc

FINAL PROJECT CREATIVE TECHNOLOGY

CREATIVE TECHNOLOGY, UNIVERSITY OF TWENTE

Creative Technology (CT) wishes to train students to be able to introduce innovative artefacts for new and sometimes unexpected purposes. Although it can involve the introduction of new technology, CT sooner involves a novel and improved use of existing technology. Examples include the technology behind (serious) games and smart products. The objective is that with creative solutions graduates are able to make life safer, healthier, easier, more exciting or playful. Core elements of the programme are a scientific approach, an understanding of human behaviour and affinity with designing a visual (or other) experience.

Final Bachelor Assignment

Students complete their Bachelor's with an assignment that (also) comprises the following learning objectives:

- ability to apply knowledge and skills acquired during the programme in an integrated fashion, and to develop and refine these;
- ability to work independently and systematically and communicate appropriately;
- ability to reflect on design product and design process;
- ability to offer added value to client.

Students carry out the assignment individually. Creative Technology is taught in English and is a programme with many foreign students. Some students speak no Dutch at all.

ASSIGNMENT CONTENT

The starting point is that the content of the assignment must be functional for the client. That is why the brief for the assignment should preferably be formulated by the client him-/herself. The programme then examines whether the assignment actually fits in with

the programme and fulfils the learning objectives.

It is possible that students take the initiative themselves and formulate an assignment in consultation with the client.

In theory the assignment can be characterized as: a design of a technological solution in a creative context which the target group is able to handle. Although the ingredients technology, creative context and users are present in each assignment, the degree to which each ingredient is present can differ per assignment.

This is an academic Bachelor assignment and not an internship. This means, for example, that a client is prepared to enter into dialogue with a student and to offer him/her the opportunity to explore possible solutions that were initially unforeseen. In other words, the outcome may well differ from what the client originally had in mind. Although the student should naturally comply with the client's conditions, the programme stipulates that:

- the formulation of the assignment offers the student sufficient freedom and options;
- the student can work on the solution independently;
- the assignment has sufficient scope so that many facets of the programme are covered;
- the level of the assignment is high enough, i.e. sufficiently complex.

EXAMPLE OF AN ASSIGNMENT: MODERN TECHNOLOGY FOR EDUCATIONAL TOYS

The object of this assignment was to develop an interactive toy that would stimulate young children to understand numbers. Having designed building blocks able to exchange messages and with displays showing numbers, the student in question built a prototype and tested it with children.



SIZE AND TIMELINE

The size of the assignment is 15 credit points, which equals approximately 400 hours. The programme follows a strict schedule, with several milestones and a fixed start and end date (beginning of September – end of January, or beginning of February – end of June).

SUPERVISION

The client supervises the student in his/her role as client. The student is present at the company on a regular basis, e.g. one day per week. It is not the intention that the student is present all week, as (s)he also has other study commitments besides the final assignment. The student is also supervised by one of the programme's lecturers who overviews the approach and progress and makes sure that the learning objectives are fulfilled. The lecturer is also available for specific advice and information.

RESULT AND ASSESSMENT

The student hands in a report to the client, often accompanied by a prototype. Furthermore the student hands in a scientifically oriented paper containing the evaluation of the process and the product. To conclude the assignment the student holds a presentation at the university, following which the graduation committee, which also includes the client, makes an assessment. It is therefore desirable that the client is present at the presentation.

CONFIDENTIALITY

It is important for the university that the report is public, not only for teaching purposes but also as justification during official teaching assessments. Moreover, students want to include the result of the assignment in their portfolio and thus embrace publicity. If a client anticipates an assignment to yield confidential information, it is wise to inform the programme of this beforehand (i.e. before the student commences).

COSTS

The starting point is that the student has no extra funds to execute the assignment. For this reason, we request the client to refund any travelling expenses. The student must agree beforehand with the client on any costs that will be directly incurred from executing the assignment (such as purchasing soft- or hardware).

CONTACT

If you are interested in being a client, please see contact details below:

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