804263 - LC - Creative Lab

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2018
Degree: BACHELOR’S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Optional)
ECTS credits: 6
Teaching languages: Catalan, Spanish, English

Teaching staff
Coordinator: Sánchez Carreras, David

Prior skills
All the contents described in this teaching guide are developed in the CREATIVE Lab activity carried out at ESEIAAT. In this way the academic structure linked to this activity is expressed from the description of acquired competences, content and activities.

Degree competences to which the subject contributes

Transversal:
04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.
01 EIN. ENTREPRENEURSHIP AND INNOVATION: Knowing about and understanding how businesses are run and the sciences that govern their activity. Having the ability to understand labor laws and how planning, industrial and marketing strategies, quality and profits relate to each other.
05 TEQ. TEAMWORK. Being able to work as a team player, either as a member or as a leader. Contributing to projects pragmatically and responsibly, by reaching commitments in accordance to the resources that are available.
06 URI. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.
07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.
03 TLG. THIRD LANGUAGE. Learning a third language, preferably English, to a degree of oral and written fluency that fits in with the future needs of the graduates of each course.
The CREATIVE Lab is a ESEIAAT ideas lab, where students will work collaboratively with the ESEIAAT professors and engineers of the VolksWagen group in joint projects, proposed by the company.

Specific objectives:
- Work in coworking with multidisciplinary teams in collaboration with the company
- Generate innovative and creative ideas in the environment of the proposed project
- Develop the chosen idea.
- Evaluate the technical and economic viability of the idea.
- Develop prototype (if possible)
- Present and defend the chosen idea (in English)

Learning objectives of the subject

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Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group:</th>
<th>30h</th>
<th>20.00%</th>
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<tbody>
<tr>
<td></td>
<td>Hours medium group:</td>
<td>0h</td>
<td>0.00%</td>
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<tr>
<td></td>
<td>Hours small group:</td>
<td>30h</td>
<td>20.00%</td>
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<td></td>
<td>Guided activities:</td>
<td>0h</td>
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<tr>
<td></td>
<td>Self study:</td>
<td>90h</td>
<td>60.00%</td>
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## Content

### Module 1. Basic concepts

<table>
<thead>
<tr>
<th>Learning time: 30h</th>
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<tbody>
<tr>
<td>Theory classes: 6h</td>
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<tr>
<td>Laboratory classes: 6h</td>
</tr>
<tr>
<td>Self study : 18h</td>
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</tbody>
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**Description:**
- Search for information
- Project methodology
- Initial meeting

**Related activities:**
- Seminar Project methodology
- Seminar Information search
- Initial meeting

**Specific objectives:**
- The student must be able to:
  - Know the main types of primary and secondary documents, scientific and technical standards.
  - Learn to search and consult the sources of information: search engines, catalogs, databases, Internet.
  - Select information efficiently through management programs.
  - Identify the structure of technical and scientific work.
  - Manage the acquisition, structuring, analysis and visualization of data and information in the field of specialty
  - Critically assess the results of this management.
  - Identify in the project from the initial state as a member of a group.
  - Know the tutors of the company and establish a first contact

### Module 2. Ideas generation

<table>
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<tr>
<th>Learning time: 45h</th>
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<tbody>
<tr>
<td>Theory classes: 9h</td>
</tr>
<tr>
<td>Laboratory classes: 9h</td>
</tr>
<tr>
<td>Self study : 27h</td>
</tr>
</tbody>
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**Description:**
- Generation and Definition of ideas
- Product presentation
- Meeting. Presentation ideas

**Related activities:**
- Creative Thinking Seminar
- Seminar Presentation of product
- Meeting. Presentation of ideas

**Specific objectives:**
- The student must be able to:
  - Apply techniques to enhance creativity.
  - Apply creative thinking techniques to different situations.
  - Identify and apply the stages of the creative process.
  - Generate the battery of innovative and creative ideas for each project.
  - To contextualize the problems detected and present the solutions proposed.
  - Carry out and defend the summary poster where the suggested ideas are presented schematically.
## Module 3. Ideas development

**Learning time:** 45h  
Theory classes: 9h  
Laboratory classes: 9h  
Self study: 27h

**Description:**
The development of the ideas selected in the first meeting will be carried out. The tutors will help the students to define the strategies and solve doubts of both the approach and the solutions. 
Technological seminars by research groups. 
The technical feasibility of the idea will be assessed.

**Related activities:**
Meeting. Phase of development

**Specific objectives:**
The student must be able to:  
- Present the development of the ideas selected in the first meeting.  
- To contextualize the problems detected and present the solutions proposed.  
- Defend the summary poster where the ideas suggested are schematically displayed.

## Module 4. Final Presentation

**Learning time:** 30h  
Theory classes: 6h  
Laboratory classes: 6h  
Self study: 18h

**Description:**
The groups will have to prepare the memory explaining the development and viability of the project. A poster, presentation and a promotional video will also be required. 
A meeting will be held with all the participants of the CREATIVE Lab (students, professors and company tutors). 
Students must present the final result of the development of their project. They will have to contextualize the problems detected and present the solutions applied. In the discussion phase, each group has to defend a summary poster where the final result is presented schematically.

**Related activities:**
Final Meeting

**Specific objectives:**
The student must be able to:  
- Present the final result of the development of your project (memory, presentation, poster and video)  
- Contextualize the problems detected and present the solutions applied.  
- Defend the summary poster where the final result is presented schematically.
Qualification system

Presentación. "Meeting. Presentación ideas"
Presentación "Meeting. Fase de desarrollo"
Presentación "Final meeting"
Evaluación de la memoria final

Bibliography