

## DAY - 1

- TEAM INTRO – *Portal* of team and students (30 min) (Each)
- BLITZ ACTIVITY (10 min):
  - What sort of Experience should the University of the Future offer? Why?
- COURSE INTRO CONCEPT (30 min) (Jef)
- COURSE INTRO LOGISTICS (5 min) (ASSS)
- GROUPPING (15 min) - 3 ppl per group, mixed backgrounds, 2 CS + 1 Arch – Live Lottary
- TEAM BUILDING CONFLICT (90 min) (Franz):
  - Deciding on a joint Verb

**DELIVERABLES** : Verbs (1 or 2), Images, Descriptions (Why ? What ? How ?)

## DAY 2

- FEEDBACK (90 min) :
  - Which University Experience?
- FORENSIC MANUAL (140 min):
  - Who, When, What, How and When? Of the student's chosen activity

**DELIVERABLES** : Diagram, Spaces, Texts, Images, Moving Images, Sound, Code.

## DAY 3

- MAPPING – (180 min):
  - Actions and Dimensions :
    - Social Dimension
    - Learning Dimension
    - Learning Perception
    - ...

**DELIVERABLES** : Multidimensional Experience Map

## DAY 4

- CHALLENGE the current way the selected verb is used/perceived (180 min):
  - **Present 3 Radical Ideas**

**DELIVERABLES** : Description of an Intention/Idea

## DAY 5

- RESEARCH, ORGANIZING, CLASSIFYING  
(90 min)

*State of the Art*

- STORYBOARD and PROTOTYPING (90 min)

**DELIVERABLES** : Storyboard of Idea, 10 squares. Think of *Scenario, Persona, Title, Panel, Visuals, Caption, etc.*

## DAY 6

- MIDTERM (180 min)

**DELIVERABLES** : Storyboard + Beta Demo.

## DAY 7

- PEER-REVIEWING / Constructive Criticism (60 min)
- SKETCHING Criticism (120 min)

**DELIVERABLES** : Storyboard of Idea, 10 squares. Think of *Scenario, Persona, Title, Panel, Visuals, Caption, etc.*

## DAY 8 to DAY 11

- PROTOTYPING driven by Video Production, focus on Narrative and end message.
- FEEDBACK (180 min) (Betül, Gui, Franz)
- IN-CLASS GROUPWORK

FOR CS STUDENTS:  
Paper

**DELIVERABLES** : Daily updates on final hand-in content. Pitch Video (90 sec) of Playthrough/Effect