



## Prototyping (AD-038) (PROTOTÜÜPIMINE)

### SUBJECT DESCRIPTION

<b>Credits (ECTS)</b>	3.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
Basic knowledge of prototyping methods in Game design and software development.	
<b>Learning outcomes:</b>	
Student: <ul style="list-style-type: none"><li>1. is familiar with different methods of prototyping in every lifecycle phase of the project</li><li>2. is able to use basic methods of prototyping and software tools</li><li>3. is able to test application prototype based on user requirements and evaluate results</li></ul>	

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