



## Prototyping (AD-038) (PROTOTÜÜPIMINE)

### SUBJECT DESCRIPTION

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|---|-----------|
| <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:<br><ol 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></ol> |           |

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