



Correction sheet for: Institutional part of the curriculum 2025 for the Bachelor's degree in Digital Concept Development

Corrected on 1 May 2026 by Head of Department Anne Kirketerp

Commencement

This correction sheet for the institutional part takes effect on 01.05.2026 and applies to all enrolled students.

Changes to the Institutional Part of the curriculum

The changes concern section 3.8 examination in the elective subject Interactive Design and Development, 10 ECTS, 2nd semester, where there are changes in the examination format, which will now be an individual written examination based on the group project.

Original formulation:

Elective element: Interactive Design and development, 2nd semester - 10 ECTS

Learning objectives for the exam.

The learning objectives for the exam are identical to the learning objectives for the elective course Interactive design and development (10 ECTS), as described in section 2.

The exam form and organisation, including any formal requirements

The exam is an individual, oral examination based on a group project

The written part of the exam:

The project consists of a prototype, the associated documentation, and a video showing the intention of the prototype. A group project, consisting of 3 to 4 students, must be prepared.

The documentation and link to the prototype and video must be handed in digitally through the administration system WISEflow, which is available via Canvas.

The documentation must be a maximum of 10 standard pages. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

All group members are responsible for, and will be examined in the entire project.

The oral part of the exam:

The oral exam consists of a group presentation of the project and an individual oral examination based on the project and the handed-in material.

The oral exam is 60 minutes for a group of 3 students, and 80 minutes for a group of 4 students, which is divided as follows:

1. The group presentation of the project: 5 minutes per group member.
 - a. This means that a group of three has 15 minutes for the presentation, whereas a group of four has 20 minutes etc.

After that, the group leaves the room.

2. Individual examination: About 10 minutes
 - a. The student is examined based on the project and learning objectives for the exam.
3. Deliberation and individual communication of marks: 5 minutes:

Prerequisites to take the exam

Prerequisite 1: To take the exam, the student must have at least 80% attendance in the elective course Interactive design and development. The student can follow his/her attendance percentage in Attender.

Prerequisite 2: In order for the student to take the oral exam, the contents of the written material must be credible. The material must meet formal requirements and be timely and properly submitted (see Canvas).

The student can only take the exam if both prerequisites are met. If the missing prerequisites are due to lack of attendance, cf. prerequisite 1, see below.

If the student has not attained at least 80% attendance:

The time for calculating attendance is included as an appendix to the activity plan (see Canvas). If the student has not achieved a minimum of 80% attendance in the elective subject Interactive Design and Development (realisation and attendance can be followed in Attender), this will result in a recommendation for a compensation assignment before the regular exam. If the compensation assignment is not completed, it will be equated with absence from the exam, and the student will have used one examination attempt.

A new compensation assignment must be prepared before the first re-examination. If this compensation assignment is also not completed, it is considered equivalent to missing the second re-examination.

A third and final compensation assignment must be prepared. If this compensation assignment is not completed either, the student will have used their third and final examination attempt.

The possible solutions are as follows:

Lack of attendance in the elective course Interactive design and development

The student must submit an assignment in the subject Interactive design and development. The hand-in will be assessed based on the form and structure of the hand-in, as well as whether the content is credible. The student will be evaluated according to whether they have seriously and credibly managed to solve the academic problem statement. The assignment is assessed as met/not met. If the assignment is evaluated as being not credible, the answer can be rejected.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. A single mark is given based on a holistic assessment of the project, documentation, concept, video, and the individual oral performance.

Completion of the exam

If the student does not pass the exam, the student will have to do the re-exam based on the the project that has been handed in.

Changed to:

Elective element: Interactive Design and development, 2nd semester - 10 ECTS

Learning objectives for the exam.

The learning objectives for the exam are identical to the learning objectives for the elective course Interactive design and development (10 ECTS), as described in section 2.

The exam form and organisation, including any formal requirements

The examination is an individual written exam based on a group project, which has been developed during the course. The exam consists of an individual reflection on the group project as well as an individually prepared video presentation.

The individual academic reflection on the group project

The individual academic reflection must individually document the student's own academic reflections, learning, and contributions to the project based on the learning objectives for the examination.

The individual reflection must not be longer than 2 standard pages.

A standard page consists of 2,400 keystrokes.

Individual video presentation

The individual video presentation must not be longer than 10 minutes.

The video presentation must:

- present the intention of the prototype, which has been developed in the group project.
- demonstrate and justify relevant design and development choices
- incorporate academic reflections based on the learning objectives for the exam
- clarify the student's individual contribution and understanding of the group project.

The academic reflection and video presentation must be handed in digitally through the administration system WISEflow, according to the guidelines which are available on Canvas.

Prerequisites to take the exam

Prerequisite 1: To take the exam, the student must have at least 80% attendance in the elective course Interactive design and development. The student can follow his/her attendance percentage in Attender.

Prerequisite 2: To do the examination, it is a prerequisite that the group project is submitted correctly and on time (see Canvas). The content must be credible and timely and meet the formal requirements for the project as outlined on Canvas.

Prerequisite 3: In order for the student to take the exam, the contents of the individually handed-in material must be credible. The material must meet formal requirements and be timely and properly submitted (see Canvas).

The student can only take the exam if all prerequisites are met. If prerequisite 1 regarding attendance is not met, see below.

If the student has not attained at least 80% attendance:

The time for calculating attendance is included as an appendix to the activity plan (see Canvas). If the student has not achieved a minimum of 80% attendance in the elective subject Interactive Design and Development (realisation and attendance can be followed in Attender), this will result in a recommendation for a compensation assignment before the regular exam. If the compensation assignment is not completed, it will be equated with absence from the exam, and the student will have used one examination attempt.

A new compensation assignment must be prepared before the first re-examination. If this compensation assignment is also not completed, it is considered equivalent to missing the second re-examination.

A third and final compensation assignment must be prepared. If this compensation assignment is not completed either, the student will have used their third and final examination attempt.

The possible solutions are as follows:

Lack of attendance in the elective course Interactive design and development

The student must submit an assignment in the subject Interactive design and development. The hand-in will be assessed based on the form and structure of the hand-in, as well as whether the content is credible. The student will be evaluated according to whether they have seriously and credibly managed to solve the academic problem statement. The assignment is assessed as met/not met. If the assignment is evaluated as being not credible, the answer can be rejected.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. A single individual overall mark will be given based on a holistic assessment of the individual academic reflection on the group project as well as the video presentation.

Completion of the exam

If the student does not pass the exam, the student must prepare a new academic reflection on the group project and create a new video presentation.