

**Scott Swearingen**  
**DSN 4650, Collaborative Studio**

**Description:**

Collaborative Studio is a production-oriented course that intersects with a series of social and health related issues through the design of play-based experiences. By combining 'play' with current and future technologies, students can expect to design games that promote connections between various populations while maximizing accessibility, inclusivity, and wellbeing.

**Deliverables & Expectations:**

- Students will *work* in small teams on multiple projects
- Students will *design* games for wearable and implantable sensors, human body communications, and other PhD-level work currently being researched at the Department of Electrical & Computer Engineering
- Students will *create* game design documents and playable paper prototypes (not playable software)
- Students will *learn* different strategies for organizing space, how to create continuity in experiential and visual feedback, and design systems that support meaningful choices and player agency



