6 CORE COMPETENCIES DEVELOPED THROUGHOUT THE MDM PROGRAM

Elevator pitch
- Structures
- Body awareness
- Expression of ideas: written, drawn & spoken
- Client management
- Documentation: research

Listening skills
- Conflict resolution
- Making & receiving offers
- Trust development
- Managing roles & responsibilities

Creative rights
- Context mapping
- Technological trajectories
- Consumption: genres & audiences
- Business models

Role definition
- Scope: personal & project management strategies
- Setting measurable goals
- Pipeline management
- Change management

Goal setting
- Self-reflection
- Learning outcomes
- Self & peer assessment
- Documentation: design, blogging
- Self-initiative

Risk assessment
- Risk mitigation

Listening skills
- Conflict resolution
- Making & receiving offers
- Trust development
- Managing roles & responsibilities

Iteration
- Pipeline creation
- Context mapping
- Rapid prototyping
- Critique & reflection
- User experience
- Risk assessment
- Risk mitigation
- Ideation

COURSES
- Interdisciplinary Improvisation
- Foundations of Game Design
- Projects 1 – Building Virtual Worlds
- Projects 2
- Projects 3

COURSES
- The Visual Story
- Interdisciplinary Improvisation
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COURSES
- Foundations of Digital Media
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