

Course Title	Concepting & Events
Term	Term 1 & 2; Term 3 & 4;
Inholland Faculty	Faculty of Creative Business;
Course code	Concepting & Events Project 1 1214CEV11A Concepting & Events Portfolio 1 1214CEV12A Concepting & Events Project 2 1214CEV21A Concepting & Events Portfolio 2 1214CEV22A
Inholland location	Diemen;
Cycle	first cycle
Number of ECTS	30
Language of instruction	English
Course content	<p>Year 3 is a practical year with a predominantly hands-on approach. Concepting & Events (C & E) will help you to put theoretical knowledge into practice. Your group has to produce an event for a real client (PROJECT), additionally you will have to fulfil different tasks on your own (PORTFOLIO).</p> <p>In the first two years of the study, the Dutch student already got into touch with event management (focus on basic knowledge in year 1 and business events in year 2). Concepting & Events will focus on leisure events more than on B2B events.</p> <p>There is no shortage of festivals and events in the Netherlands (Trend 'Festivalisation'). With this in mind, you will need to learn how to design strong concepts and experiences, which will enable you to stand out from others and benefit stakeholders. Naturally, you will also experience what it is like to produce a professional event.</p> <p>In the project (15 EC) each project group will have its own client and consultant. During the first stage (pre-production), you will do research and develop an event concept based on the idea of your client in co-creation with various stakeholders. Pretesting and prototyping will help you to fine-tune your draft. Once the concept is strong enough and is accepted by the client during the pitch, it will then be implemented (main-production) or a blueprint will be written. Afterwards (post-production) you will defend and evaluate the whole process to demonstrate that your achievements have met the client's targets (return on investment).</p>

	<p>Besides the project, you will also work individually on a number of assignments for your portfolio (15 EC). In these assignments, you will be able to show your worth in experience design, marketing and event production and you will discover your talents.</p>
Lecturer(s)	Andreas Bischoff / andreas.bischoff@inholland.nl
Learning outcomes	<p>After completing the PROJECT, you will be able to initiate, lead and evaluate the complete event management process, theoretically and practically: pre-production (concepting/pitch), main-production (programming, planning, HRM, marketing, laws & regulations, finance, technical & logistical plans, crowd management...), post-production (aftersales, after life, ROI-evaluation). You can work in a team and cooperate in a professional manner with the client and other stakeholders and will be confident to deliver all the necessary products along the way.</p> <p>After completing the PORTFOLIO, you will be able to apply research methods to analyse the customer journey of an event based on a theoretical framework, to develop marketing activities, to apply software and design techniques to translate information into audio-visual products, to discover your talent & abilities in the working field and to brand yourself.</p>
Mode of delivery, planned activities and teaching methods	workshops (applicable theoretical knowledge, short instructions, extended practical part), consultancy, field research, study trips, guest lectures from experts
Prerequisites and co-requisites (if applicable)	<p>basic knowledge of (at least affinity with):</p> <ul style="list-style-type: none"> - event management - experience design - design thinking methods <p>able to work in a team and autonomously</p>
Recommended or required reading and/or other learning resources/tools	<ul style="list-style-type: none"> - event management - experience design / imagineering - design thinking methods
Assessment methods and criteria	no knowledge tests (multiple choice or case study), instead a variety of assignments along the way