Course: Elective Z   credits: 5

Course code	GTVB22ELEZ	**Modes of delivery**	Tutorial
Name	Elective Z	**Assessments**	Elective Z - Other assessment
Study year	2022-2023		
ECTS credits	5		
Language	English		
Coordinator	N.B.O. Lumatalale		

Learning outcomes

This Elective has five Programme Learning Outcomes, assessed through five Course Learning Outcomes. The related BoKS are listed in brackets after each Course Learning Outcome.

Programming Learning Outcomes

A1. The CMGT professional synthesises and situates diverse perspectives to develop informed and appropriate solutions to complex problems.

E2. The CMGT professional delivers technological solutions through relevant channels and translates them to appropriate business solutions.

F2. The CMGT professional reframes new technological trends and instantiates them into realisable solutions.

G1. The CMGT professional manages their own development, is capable of formulating learning needs, can reflect on and takes responsibility for their own learning process.

G3. The CMGT professional builds connections, bring people together, encourages the exchange of information, and makes use of their own network to obtain specific information or knowledge.

Course Learning Outcomes

1. The student analyses own and others' assumptions and evaluate the relevance of contexts. (A1)
2. The student experiments with new technological trends and models a realisable solution. (F2)
3. The student knows their own strengths and therefore can argue their choices why their Start-Up is unique or can distinguish itself from others. (G1)
4. The student demonstrates the relevance of their choices. (E2)
5. The student can elaborate on their networking and research skills. (G3)

Content

Elective Z - Entrepreneurship deals with the self-exploration of one's own entrepreneurial attitude. This means the student will be developing his own entrepreneurial skills and how this relates to being a CMGT professional. The student discusses their ideas with each other under the supervision of a teacher-expert. The student will network and test his ideas with others. Acquired knowledge is applied and incorporated in delivering an assignment and pitch.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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