

## Course: Unreal

credits: 5

<b>Course code</b>	GTVB22ELUR	<b>Modes of delivery</b>	Tutorial
<b>Name</b>	Unreal	<b>Assessments</b>	Unreal - Other assessment
<b>Study year</b>	2022-2023		
<b>ECTS credits</b>	5		
<b>Language</b>	English		
<b>Coordinator</b>	A.A.L. Gerard		

### Learning outcomes

This Elective has five Programme Learning Outcomes.

#### **Programme Learning Outcomes**

- A3. The student can construct concepts and relates these to relevant theory and the needs of the users.
- B1. The student can construct technical solutions informed by relevant knowledge and theories.
- B2. The student alters and differentiates technical solutions using identified improvements.
- B3. The student compares and selects appropriate technical solutions to satisfy complex problems.
- F1. The student experiments with new technological trends and models a realisable solution.

### Content

Unreal Engine is used for many different purposes, including games, movies, series and AR/XR. This elective is about developing a workflow for a to-be-decided product. Students can choose anything from the aforementioned products, as long as they submit a proposal that meets preset requirements (using UE4/UE5 is one of them). They have to collaborate in UE for this elective. This elective will cover a range of relevant topics, for example: workflow adjustments from Unity to UE; Blueprint scripting; Quixel; using UE tools to create environments; working with a group to finish a prototype.

At the end of this elective, students will deliver a professional product made using blueprints and/or C++.

### Included in programme(s)

Creative Media & Game Technologies

### School(s)

School of Communication, Media & IT

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