

## Course: Elective X level 2

credits: 5

<b>Course code</b>	GTVB23ELEX2	<b>Modes of delivery</b>	Tutorial
<b>Name</b>	Elective X level 2	<b>Assessments</b>	Elective X level 2 - Other assessment
<b>Study year</b>	2023-2024		
<b>ECTS credits</b>	5		
<b>Language</b>	English		
<b>Coordinator</b>	S.A. Smith		

### Learning outcomes

#### Learning Outcomes

Elective X a free choice elective for the student. The student will determine their own learning goals in conjunction with the Elective X coach; learning goals need to be of an appropriate level (level 2 for Year 2 or Year 3; level 3 for Year 4). In line with other electives offered by CMGT and in accordance with Hanze University of Applied Sciences rules, there must be between five and eight learning outcomes for the student undertaking Elective X. **These learning outcomes need to be derived from the list of CMGT competences, in discussion with and with the agreement of the elective teacher(s).** If Elective X is taken for a second time, all learning outcomes must be new, must be iterations or developments of their earlier learning outcomes, and must be approved by the Elective X coach.

### Content

Elective X is a free choice elective for the student. The student will determine their own learning goals and elective topic, under supervision of an 'Elective X' coach and while working as part of an 'Elective X' Community of Learners. Participation in the Elective X COL will be a requirement for completion of the elective, and assessment must always involve some sort of professional product.

The entry requirement for this elective is that the student has passed level 1 of the elective.

### Included in programme(s)

Creative Media & Game Technologies

### School(s)

School of Communication, Media & IT

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