Course: Elective Z level 2 credits: 5

Course code	GTVB23ELEZ2
Name	Elective Z level 2
Study year	2023-2024
ECTS credits	5
Language	English
Coordinator	N.B.O. Lumatalale
Modes of delivery	Tutorial
Assessments	Elective Z level 2 - Other assessment

Learning outcomes

Learning Outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course

Content

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.

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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