Course: Unreal level 2   credits: 5

Course code	GTVB23ELUR2	**Modes of delivery**	Tutorial
Name	Unreal level 2	**Assessments**	Unreal level 2 - Other assessment
Study year	2023-2024		
ECTS credits	5		
Language	English		
Coordinator	A.A.L. Gerard		

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

Choosing the Unreal elective a subsequent time requires you to formulate five of your own learning goals. The lecturers must approve your learning goals in order for you to be able to use them. You must base your learning goals on the CMGT competencies (on level 2) to create a digital 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