Course: Futureproof

credits: 5

Course code	GTVP21FUP
Name	Futureproof
Study year	2023-2024
ECTS credits	5
Language	English
Coordinator	W.T. Mook
Modes of delivery	Assignment
Assessments	Futureproof - Other assessment

Learning outcomes

Learning Outcomes

This Course has six Programme Learning Outcomes.

Programme Learning Outcomes

E3. The CMGT professional can convincingly communicate the added value and function of a concept or solution amongst clients, team and users.

F1. The CMGT professional reframes new technological trends and instantiates them into realisable solutions.

F2. The CMGT professional imagines innovative concepts and solutions to address previously unaddressed problems or situations.
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.

G2. The CMGT professional operates and performs within a team, taking ethical and intercultural values into account.

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

Content

In Futureproof, students will focus on what it means to be a creator of new technologies, asking themselves who they are and who they wish to become. Who are games for? What kind of people make them? They will learn the necessary skills in writing, presenting, and student behaviour to form a baseline of communication, orienting them on what is expected of a CMGT student.

The student will write an individual text where they reflect on their own future role in the industry. What and who inspired them to choose a career in this industry? How do they see their future?

The student will also work with others in their project group to give a presentation and will reach out to someone in the industry to help inform them. They will then work together to create an engaging and informative presentation.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.