Course: Narrative Design

credits: 5

Course code	GTVB22ELND
Name	Narrative Design
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	O.A. Orlando
Modes of delivery	Tutorial
Assessments	Narrative Design - Other assessment

Learning outcomes

Learning Outcomes

This Elective has five Course Learning Outcomes.

Course Learning Outcomes

LO1:The student will be able to apply theory to their design by using a narrative design canvas

LO2:The student will be able to illustrate connections between experience, interaction, and narrative by using a narrative design canvas

LO3:The student will be able to model connections between mechanics and narrative as expressive play by using a narrative design canvas

LO4:The student will be able to illustrate how key design elements go beyond the narrative design canvas by using a representation

LO5:The student will be able to construct a representation demonstrating key features of the interactive experience

Content

In this Narrative Design elective, individual students will work on a Narrative Design Canvas and a representation of their own work combining game mechanics and narrative into an interactive experience. To do this, students will be mentored along this process through workshop-style courses that focus on building specific connections and narrative considerations. Students will be challenged with examples of works with diverse storytelling, theme, interesting characters, plot conflicts, world-building, and other narrative design elements.

Included in programme(s)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development

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.