Hanze

Course: Game Lab credits: 20

Course code	GTVB22GL
Name	Game Lab
Study year	2025-2026
ECTS credits	20
Language	English
Coordinator	G.D. van der Lei
Modes of delivery	Project-based learning Tutorial
Assessments	Game Lab - Other assessment

Learning outcomes

Learning Outcomes

One of the goals of GameLab is to mimic the graduation process, as such it assesses all seven competences at the competence level:

A. Contextualising and Framing: The student analyses their own and other's assumptions, considers contextual factors and relates concepts to relevant theory and user needs.
B. Developing and Programming: The student can choose appropriate technical solutions to complex problems, constructs these solutions and can alter and differentiate these using identified improvements.
C. Visualising and Prototyping: The student employs appropriate visualisation and prototyping techniques to elaborate digital prototypes.
D. Inquiring and Evaluating: The student can apply appropriate user experience and evaluation methods to improve the solution.
E. Organising and Implementing: The student can choose appropriate channels and business models for, and justify the added value of, their chosen solution that they have developed as part of a process-based project team.
F. Futures Innovating: The student experiments with innovative concepts and solutions and reflects upon their impacts and consequences to model a realisable solution.
G. Self-Fashioning: The student takes responsibility for their own learning process, acts and performs within a team that values its diversity, and builds their own network to stimulate information exchange.

A student must attain a grade of sufficient in all seven competences to receive a passing grade for GameLab.

Content

During Gamelab, you will form start-up groups and work in partnership with fellow students and professionals to build a concept, pitch your solution and develop it in order to convince the judges of its potential. The goal of GameLab is that you have a product that can be published on one of the major platforms upon completion (eg, Steam, AppStore, Itch.io, etc)

In a series of workshops, coaching sessions and presentations you will proceed through a series of gates in which your concept and business case will be assessed by professionals. During the course of the project the professionals will have the ability to not accept various ideas as potential products. This means only the best ideas get to progress to the point of publishing.

You will develop according to the latest software engineering methods using production specifications determined by your team, the experts and coaches. By critically assessing your budget, role requirements, technology and concept you will guide your development team towards the release of your product.

As a professional individual you will provide your team the needed hours and effort to complete the development of the products. This means in most cases you will put in lots of hours to develop the needed assets and code.

During this course you will receive coaching from professionals on art, design, audience research, user experience and development. But it is your task to ensure you have access to the required information to succeed.

In a final demonstration to the judges and fellow students you will show the potential of your product. This includes the actual working product, but also an insight on your production process. You will provide evidence of and reflection on the work you have done in a development portfolio, and will defend that portfolio in an individual competency based interview.

The course is assessed via a demonstration, in which the working prototype is shown to teachers and fellow students; and by a development portfolio, assembled over the duration of the course, in which the student provides evidence of what they have done and what they have learned. In order to pass GameLab, all seven competences in the development portfolio must have a grade of sufficient or higher.

The entry requirement to this project is having passed project 1.3.1 and 1.4.1 of the CMGT first year programme.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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