Course: Developing for Mobile

credits: 5

Course code	GTVB23ELDM
Name	Developing for Mobile
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	M. Bult
Modes of delivery	Tutorial
Assessments	Developing for Mobile - Other assessment

Learning outcomes

Learning Outcomes

A3. The student can construct concepts and relates these to relevant theory and the needs of the users.

B1. The student can construct technical solutions informed by relevant knowledge and theories.

B3. The student compares and selects appropriate technical solutions to satisfy complex problems.

C1. The student can make use of relevant visualisation techniques.

E2. The student can compare and choose appropriate channels and business models for their solution.

Content

When developing a prototype of a game for a mobile device, one must take into account the connection between software and hardware. By learning and doing research on posibilities and limitations, questions like 'What factors are at play creating interactivity' and 'What elements of user experience should be taken into account?' will most likely arise. In this elective, a student will work individually on concept project that will be released for a mobile platform.

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

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