Course: Narrative Design level 2 credits: 5

Course code	GTVB23ELND2
Name	Narrative Design level 2
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	O.A. Orlando
Modes of delivery	Tutorial
Assessments	Narrative Design level 2 - Other assessment

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

This Level 2 Elective Course is intended for students who have successfully completed Level 1 of Narrative Design. The student will work individually to create a) a development-ready Narrative Design Document AND b) a prototyped interaction of their level 1 game concept. 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, themes, interesting characters, plot conflicts, world-building, and other narrative design elements.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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