Course: Rapid Prototyping — credits: 5

Course code	GTVB23ELRP
Name	Rapid Prototyping
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	M. Bult
Modes of delivery	Tutorial
Assessments	Rapid Prototyping - Other assessment

Learning outcomes

Programme Learning Outcomes

A3. The student can construct concepts and relates these to relevant theory and the needs of the users.
B3. The student compares and selects appropriate technical solutions to satisfy complex problems.
C3. The student elaborates digital prototypes using appropriate methods and techniques.
D2. The student can analyse the user experience, taking UX practices into account, to improve the solution.
F1. The student experiments with new technological trends and models a realisable solution.

Content

To test (parts of) a game, you need people to experience your ideas. In the Rapid Prototyping elective you will build the skills and confidence to quickly develop representative, playable prototypes. Prototypes that you can use to test out your ideas.

The best way to learn is to do, so you will be creating prototypes based on provided themes and from any perspective you want, be it artist, designer or programmer. For each prototype you have two weeks, so imagine the joy and excitement of a Game Jam but feeling less groggy!

The course is set up as such that there is a lot of opportunity to generate ideas and for feedback on what you have created. At the end, you pick your best of three prototypes and iterate upon it adding an additional, provided theme.

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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