Course: Unreal level 3 credits: 5

Course code	GTVB24ELUR3
Name	Unreal level 3
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	A.A.L. Gerard
Modes of delivery	Tutorial
Assessments	Unreal level 3 - Other assessment

Learning outcomes

For this elective level 3 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies.

These learning outcomes must be clearly different from level 2 learning outcomes in the judgement of the lecturer of the course and require the approval of the course coordinator.

Content

Choosing the Unreal elective a subsequent time requires you to formulate five of your own learning goals. The lecturers must approve your learning goals in order for you to be able to use them. You must base your learning goals on the CMGT competencies (on level 2) to create a digital product.

The entry requirement for this elective is that the student has passed level 2 of the elective.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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