Course: Elective Z

credits: 5

Course code	GTVB25ELEZ
Name	Elective Z
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	S.A. Smith
Modes of delivery	Tutorial
Assessments	Elective Z - Other assessment

Learning outcomes

Elective Z is a free choice elective for the student. The student will determine their own learning goals in conjunction with the Elective Z coach; learning goals need to be of an appropriate level (level 2 for Year 2 or Year 3; level 3 for Year 4). In line with other electives offered by CMGT and in accordance with Hanze University of Applied Sciences rules, there must be at least five learning outcomes for the student undertaking Elective Z. These learning outcomes must be derived from the list of CMGT competences, in discussion with and with the agreement of the elective teacher(s).

This elective was previously named 'Elective X' but has been re-named to avoid confusion.

Content

Elective Z is a free choice elective for the student. The student will determine their own learning goals and elective topic, under supervision of an ‘Elective Z’ coach and while working as part of an ‘Elective Z’ Community of Learners. Participation in the Elective Z COL will be a requirement for completion of the elective, and assessment must always involve some sort of professional product.

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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