# Course: Futureproof

credits: 5

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| **Course code** | GTVP21FUP |
| **Name** | Futureproof |
| **Study year** | 2025-2026 |
| **ECTS credits** | 5 |
| **Language** | English |
| **Coordinator** | W.T. Mook |
| **Modes of delivery** | Assignment |
| **Assessments** | Futureproof - Other assessment |

**Learning outcomes**

Learning Outcomes

This Course has six Programme Learning Outcomes.

E3. The CMGT professional can convincingly communicate the added value and function of a concept or solution amongst clients, team and users.

F1. The CMGT professional reframes new technological trends and instantiates them into realisable solutions.

F2. The CMGT professional imagines innovative concepts and solutions to address previously unaddressed problems or situations.

G1. The CMGT professional manages their own development, is capable of formulating learning needs, can reflect on and takes responsibility for their own learning process.

G2. The CMGT professional operates and performs within a team, taking ethical and intercultural values into account.

G3. The CMGT professional builds connections, brings people together, encourages the exchange of information, and makes use of their own network to obtain specific information or knowledge.

**Content**

In Futureproof, students will focus on what it means to be a creator of new technologies, asking themselves who they are and who they wish to become. Who are games for? What kind of people make them? They will learn the necessary skills in writing, presenting, and student behaviour to form a baseline of communication, orienting them on what is expected of a CMGT student.

The student will write an individual text where they reflect on their own future role in the industry. What and who inspired them to choose a career in this industry? How do they see their future?

The student will also work with others in their project group to give a presentation and will reach out to someone in the industry to help inform them. They will then work together to create an engaging and informative presentation.

**Included in programme(s)**

Creative Media & Game Technologies

**School(s)**

School of Communication, Media & IT

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