# Course: Project Game Design and Development — credits: 10

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| **Course code** | GTVB23PGD |
| **Name** | Project Game Design and Development |
| **Study year** | 2026-2027 |
| **ECTS credits** | 10 |
| **Language** | English |
| **Coordinator** | D. Terluin |
| **Modes of delivery** | Tutorial |
| **Assessments** | Project Game Design and Development - Other assessment |

## Learning outcomes

**Learning Outcomes**

- LOL A Level 2 - The student acts and performs within a team, valuing the team's diversity and contributes to the continuous improvement of the team's organisation.
- LOL E Level 2 - The student can compare solutions and justify their choice based on the wider context of target audience, design goal and organisation, to deliver solutions to organisational or design challenges.
- LOL F Level 2 - The student knows their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managging their own learning process.

Additionally, at the start of the project the student is required to select two more learning goals and describe their intended level of competence from the list of CMGT competences, which will need to be submitted to the coaches.

## Content

**Minor Game Design and Development**

This project is part of a semester open to CMGT students, Hanze students with suitable technical backgrounds and and exchange students who study a bachelor of game design at their home university. The programme consists of this project worth 10 credits and four electives of 5 credits each.

**Project The Big Company**

Do you want to experience what it would be like to work in bigger game production? Do you want to experience working in teams of teams, focussing on your speciality whilst working with others to make a releasable game? Then the The Big Company experience is for you: supported by coaches, you will design, develop and release a single game with the whole class. You will specialize in specific roles, such as management, production, development, art, game design or game marketing, and work in dedicated sub-teams to produce all the parts needed for a successful game launch.

In a final demonstration to the judges and fellow students you will show the potential of your product. This includes the actual working product, but also an insight on your production process. You will provide evidence of and reflection on your work in a development portfolio, and will defend that portfolio in an individual competency based interview.

Besides working on the the team’s product, you will also work on your own Professional Portfolio to order to showcase your work. For this you will receive some workshops on how to make a Professional Portfolio.

## Included in programme(s)

Minor Game Design & Development
CMGT Exchange Minor Game Design & Development

## School(s)

Arts, Design & Built Environment

share your talent. move the world.

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