Hanze

Minor

Qualification awarded
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Length of the programme
6 months

ECTS credits
30

Level of qualification
Bachelor

Mode
Full-time

Language
English

School
School of Communication, Media & IT

Locations
Groningen

Minor Game Design & Development

Profile of the programme

Do you want to experience what it would be like to work in AAA 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 Project Triple A experience is for you: supported by coaches, you will design, develop and release a single game with the whole class. You will specialise 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. The project is individually assessed through a development portfolio and a Criteria Based Interview (CBI).

Learning outcomes

Programme

Minor Game Design & Development	**credits**
Minor Game Design & Development	30
Minor Game Design & Development Compulsory Courses	*10*
GTVB23PGD - Project Game Design and Development	*10*
Minor Game Design & Development Electives	*20*
selection of following courses	
GTVB23ELRP - Rapid Prototyping	*5*
GTVB22ELAI - AI	*5*
GTVB22ELEY - Elective Y	*5*
GTVB22ELEZ - Elective Z	*5*
GTVB22ELCD - Creature Design	*5*
GTVB23ELMM - Monetization & Marketing	*5*
GTVB22ELEX - Elective X	*5*
GTVB22ELIE - Interactive Environments	*5*
GTVB22ELSG - Serious Game Design	*5*
GTVB23ELGA - Game Audio	*5*
GTVB23ELPA - Procedural Assets	*5*
GTVB23ELRO - Robots	*5*
GTVB22ELUR - Unreal	*5*
GTVB23ELDM - Developing for Mobile	*5*
GTVB22ELND - Narrative Design	*5*

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