

Communication & Multimedia Design, Major Game Design

Programme

EC

Year 4 Communication & Multimedia Design, Major Game Design	60
□ Design Research & Innovation	30
□ Compulsory Module year 4	10
<i>selection of following courses</i>	
▫ CMVB23GDIW - Project Innovation Work Place	10
□ Electives year 4	20
<i>selection of following courses</i>	
▫ GTVB22ELIE - Interactive Environments	5
▫ GTVB22ELND - Narrative Design	5
▫ GTVB22ELSG - Serious Game Design	5
▫ GTVB22ELUR - Unreal	5
▫ GTVB23ELDM - Developing for Mobile	5
▫ GTVB23ELGA - Game Audio	5
▫ GTVB23ELMM - Monetization & Marketing	5
▫ GTVB23ELPA - Procedural Assets	5
▫ GTVB23ELRO - Robots	5
▫ GTVB23ELRP - Rapid Prototyping	5
▫ GTVB22ELAI - AI	5
▫ GTVB22ELCD - Creature Design	5
▫ GTVB22ELEX - Elective X	5
▫ GTVB22ELEY - Elective Y	5
▫ GTVB22ELEZ - Elective Z	5
□ Graduation Project	30
▫ CMVB17ASO - Graduation Project CMD	30

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