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*
selection of following courses	
CMVB23GDIW - Project Innovation Work Place	*10*
Electives year 4	*20*
selection of following courses	
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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