Creative Media & Game Technologies

Programme	EC
Year 1 Creative Media & Game Technologies	60
Analog Orientation	*15*
GTVP21PDP - Project Design & Prototyping	*10*
GTVP21FUP - Futureproof	*5*
Digital Orientation	*15*
GTVP21P2D - Project 2D Game Development	*10*
GTVP21PPF - Playful Pasts & Futures	*5*
3D Orientation	*15*
GTVP21P3D - Project 3D Game Development	*10*
GTVP21VOU - Vision on UX/UI	*5*
Prototyping & Profiling	*15*
GTVP21PPE - Project Production & Evaluation	*10*
GTVP21FUS - Future Showcase	*5*

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