

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 Past & 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
 Year 2	 50
▼ Year 2 Courses	40
◦ GTVB22NTE - New Technology Exploration	10
◦ GTVB22NTA - New Technology Adaptation	10
◦ GTVB22GL - Game Lab	20
▼ Year 2 Focus Tracks	10
<i>selection of following courses</i>	
◦ GTVB22FTNT - New Technology	5
◦ GTVB22FTCM - Creative Media	5
◦ GTVB22FTUD - UX Design	5
 Electives Year 2	 10
<i>selection of following courses</i>	
◦ GTVB22ELIE - Interactive Environments	5
◦ GTVB22ELAI - AI	5
◦ GTVB22ELSG - Serious Game Design	5
◦ GTVB22ELCD - Creature Design	5
◦ GTVB22ELUR - Unreal	5
◦ GTVB22ELND - Narrative Design	5
◦ GTVB22ELEX - Elective X	5
◦ GTVB22ELEY - Elective Y	5
◦ GTVB22ELEZ - Elective Z	5

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