# Communication & Multimedia Design, Major Game Design

| Programme | EC |
|---|---|
| Year 3 Communication & Multimedia Design, Major Game Design | 60 |
| Electives | *30* |
| *electives* | |
| Internship | *30* |
| CMVB18STG - Internship | *30* |
| 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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