

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>	
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
▫ GTVB23ELAI2 - AI level 2	5
▫ GTVB23ELCD2 - Creature Design level 2	5
▫ GTVB23ELDM - Developing for Mobile	5
▫ GTVB23ELEX2 - Elective X level 2	5
▫ GTVB23ELEY2 - Elective Y level 2	5
▫ GTVB23ELEZ2 - Elective Z level 2	5
▫ GTVB23ELGA - Game Audio	5
▫ GTVB23ELIE2 - Interactive Environments level 2	5
▫ GTVB23ELMM - Monetization & Marketing	5
▫ GTVB23ELND2 - Narrative Design level 2	5
▫ GTVB23ELPA - Procedural Assets	5
▫ GTVB23ELRO - Robots	5
▫ GTVB23ELRP - Rapid Prototyping	5
▫ GTVB23ELSG2 - Serious Game Design level 2	5
▫ GTVB23ELUR2 - Unreal level 2	5
Minor	30
Internship	30
▫ GTVB23INT - Internship	30

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