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*
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*
selection of following courses	
Electives Year 2	10
selection of following courses	
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*

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.