

Vak: Futureproof

credits: 5

Vakcode GTVP21FUP
Naam Futureproof
Studiejaar 2021-2022
ECTS credits 5
Taal Engels
Coördinator W.T. Mook

Werkvormen Opdracht
Toetsen Futureproof - Overige toetsing

Leeruitkomsten

5A: The student is aware of new technological trends and can instantiate them under guidance.

5B: The student infers and indicates concepts and solutions to complex problems.

6B: The student describes and presents a product or concept in a structured context.

7A: The student is able to name their own strengths, can formulate simple learning goals and takes action to fulfill learning goals through an iterative process.

7B: The student operates and performs within a team, using the team's diversity and contributing to team meetings.

7C: The student starts with building their own network. identifying and meeting relevant people.

Inhoud

In Futureproof, students will focus on what it means to be a creator of new technologies, asking themselves who they are and who they wish to become. Whom are games for? What kind of people make them? They will learn the necessary skills in writing, presenting and student behaviour to form a baseline of communication, orienting them on what is expected of a CMGT student.

The student will write an individual text where they reflect on their own future role in the game industry. What and who inspired them to choose a career in the game industry? How do they see their future?

The student will also work with others in their project group to give a presentation and will reach out to someone in the industry to help inform them. They will then work together to create an engaging and informative presentation.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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