Vak: Game Development #1 credits: 6

Vakcode	CMVB18EGD1
Naam	Game Development #1
Studiejaar	2022-2023
ECTS credits	6
Taal	Engels
Coördinator	M. Bult
Werkvormen	Practicum / Training
Toetsen	Game Development #1 - Overige toetsing

Leeruitkomsten

A.2. The CMDer collects and analyzes the wishes and needs of users and stakeholders in a structured complex context
A.3. The CMDer acquires knowledge on the domain, seeks relevant theories, analyzes technological developments and understands the possibilities therein for the purposes of solving a structured problem
B.2. The CMDer describes a concept for a digital interactive product and relates this to acquired knowledge, ideation and the problem context
A2; A3; B2 (level 2):
The student:

- Generates and manipulates creative concepts for digital interactive prototypes for services and user experiences. The focus is on combining user requirements, user objectives, domain knowledge and tools (media, technology) in a structured format.

C.1. The CMDer develops purposeful digital interactive prototypes by using appropriate prototyping methods and techniques
C.3. The CMDer uses (multi)media technology for the purpose of visualization
C1, C3 (level 2):
The student:

- uses and experiments with digital tools in order to convey the message of their digital interactive prototype.
- designs concepts and instantiate concepts into prototypes.

D.1 (level 2):The CMDer applies multiple evaluation methods during the design process
The student:

- evaluates and iterates upon the design in order to achieve the intended goal.

Inhoud

In the first semester the student will expand his/her knowledge and skills needed to be a versatile game developer. This means that the student will learn the theory of game design, game art and game programming and the application of that theory in a game engine in order to build a game in a team.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

share your talent. move the world.

De ECTS onderwijscatalogus van de Hanzehogeschool Groningen wordt met de grootst mogelijke zorg samengesteld. Het is echter mogelijk dat de inhoud van de catalogus -en de daarin vervatte informatie- verouderd, incompleet of onjuist is. Aan de inhoud van de catalogus kunnen dan ook geen rechten worden ontleend.