Vak: Elective Z   credits: 5

Vakcode	GTVB22ELEZ	**Werkvormen**	Werkcollege
Naam	Elective Z	**Toetsen**	Elective Z - Overige toetsing
Studiejaar	2023-2024		
ECTS credits	5		
Taal	Engels		
Coördinator	N.B.O. Lumatalale		

Leeruitkomsten

Learning Outcomes

This Elective has five Programme Learning Outcomes, assessed through five Course Learning Outcomes. The related competencies are listed in brackets after each Course Learning Outcome.

Programming Learning Outcomes

A1. The CMGT professional synthesises and situates diverse perspectives to develop informed and appropriate solutions to complex problems.

E2. The CMGT professional delivers technological solutions through relevant channels and translates them to appropriate business solutions.

F2. The CMGT professional reframes new technological trends and instantiates them into realisable solutions.

G1. The CMGT professional manages their own development, is capable of formulating learning needs, can reflect on and takes responsibility for their own learning process.

G3. The CMGT professional builds connections, bring people together, encourages the exchange of information, and makes use of their own network to obtain specific information or knowledge.

Inhoud

Students explore their own interests, passions, and talents with the goal to turn them into reality. A better understanding of the entrepreneurial mindset will help students to identify opportunities, identify their network, nurture, test, and pitch their ideas. The student discusses and test their ideas with each other under the supervision of a teacher-expert. Acquired knowledge is applied and incorporated into delivering a written assignment (start-up plan) and a presentation (pitch).

Opgenomen in opleiding(en)

CMGT Exchange Minor Game Design & Development
Creative Media & Game Technologies
Communication & Multimedia Design, Major Game Design
Minor Game Design & Development

School(s)

Instituut voor Communicatie, Media & IT

share your talent. **move** the world.