Vak: Narrative Design

credits: 5

Vakcode	GTVB22ELND
Naam	Narrative Design
Studiejaar	2023-2024
ECTS credits	5
Taal	Engels
Coördinator	J.V. Lopez
Werkvormen	Werkcollege
Toetsen	Narrative Design - Overige toetsing

Leeruitkomsten

Learning Outcomes

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

A3. The student can construct concepts and relate these to relevant theory and the needs of the users.

B1. The student can construct technical solutions informed by relevant knowledge and theories.

D2. The student can analyse the user experience, taking UX practices into account, to improve the solution.

E3. The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication.

F2. The student can experiment with innovative concepts to address complex or complicated situations.

Inhoud

In this Narrative Design elective, individual students will work on a Narrative Design Canvas and a representation of their own work combining game mechanics and narrative into an interactive experience. To do this, students will be mentored along this process through workshop-style courses that focus on building specific connections and narrative considerations. Students will be challenged with examples of works with diverse storytelling, theme, interesting characters, plot conflicts, world-building, and other narrative design elements.

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

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