

## Vak: Elective Z level 2

credits: 5

<b>Vakcode</b>	GTVB23ELEZ2	<b>Werkvormen</b>	Werkcollege
<b>Naam</b>	Elective Z level 2	<b>Toetsen</b>	Elective Z level 2 - Overige toetsing
<b>Studiejaar</b>	2023-2024		
<b>ECTS credits</b>	5		
<b>Taal</b>	Engels		
<b>Coördinator</b>	N.B.O. Lumatalale		

### Leeruitkomsten

#### Learning Outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course

### Inhoud

Elective Z - Entrepreneurship deals with the self-exploration of one's entrepreneurial attitude.

Based on their acquired knowledge that was applied and incorporated into their Start-Up Plan from Elective Z level 1, the student builds upon their skills, knowledge, attitudes, and values and contributes towards engaging others and expanding their network.

*Prerequisite Elective Z (level 1)*

### Opgenomen in opleiding(en)

Creative Media & Game Technologies

### School(s)

Instituut voor Communicatie, Media & IT

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