

## Vak: Narrative Design level 2

credits: 5

<b>Vakcode</b>	GTVB23ELND2	<b>Werkvormen</b>	Werkcollege
<b>Naam</b>	Narrative Design level 2	<b>Toetsen</b>	Narrative Design level 2 - Overige toetsing
<b>Studiejaar</b>	2023-2024		
<b>ECTS credits</b>	5		
<b>Taal</b>	Engels		
<b>Coördinator</b>	O.A. Orlando		

### Leeruitkomsten

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

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.

The entry requirement for this elective is that the student has passed level 1 of the elective.

### Opgepakt in opleiding(en)

Creative Media & Game Technologies

### School(s)

Instituut voor Communicatie, Media & IT