# Vak: Internship credits: 30

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| **Vakcode** | GTVB23INT |
| **Naam** | Internship |
| **Studiejaar** | 2023-2024 |
| **ECTS credits** | 30 |
| **Taal** | Engels |
| **Coördinator** | H. Boer |
| **Werkvormen** | Werkcollege |
| **Toetsen** | Internship - Overige toetsing |

**Leeruitkomsten**

**Learning Outcomes**

In a development portfolio, you must collect evidence and reflect on competences E, F, and G (these are mandatory) and one to your liking (one of A, B, C, or D). Per competency you choose one learning outcome to concentrate on.

**Entrepreneurial Route:**

Like the regular route, it is mandatory to reflect upon competences E, F and G. In addition to this, competency A is also mandatory for the Entrepreneurial Route.

**Inhoud**

The internship is an external learning situation in which you work on the CMGT competencies.

During a period of 20 calendar weeks, you will work at a company of your choice, provided you work with professionals with CMGT skills you can learn from. During that time, your schedule mirrors that of a company employee. This means that you follow the same daily hours as the company you work at, observe the same company rules, enjoy the same holidays, and exhibit the same professional behavior. It is a challenging but often rewarding period where you will discover much about both the field and your professional self.

**The internship has three main goals:**

- You can apply the theory, knowledge and skills learned in programme to professional practices in the real world.
- You understand the tension between theoretical concepts and practical applications outside of the CMGT classrooms.
- You observe and learn about yourself as a future professional.

To reflect this, credits are not awarded for merely experiencing the outside world and fulfilling your job, but for the learning that takes place in this period. This is why you will create a development portfolio in which you will not only collect evidence of CMGT-related activities (like for example concepting, designing, developing, programming, or testing) but will also reflect on these activities to display your learning process.

**Opgenomen in opleiding(en)**

Creative Media & Game Technologies

**School(s)**

Instituut voor Communicatie, Media & IT

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