Vak: Project Game Design and Development — credits: 10

Vakcode	GTVB23PGD
Naam	Project Game Design and Development
Studiejaar	2023-2024
ECTS credits	10
Taal	Engels
Coördinator	S.A. Smith
Werkvormen	Werkcollege
Toetsen	Project Game Design and Development - Overige toetsing

Leeruitkomsten

Learning Outcomes

E1 - The student can perform as a valuable team member within a complex but structured context.

F1 - The student can experiment with new technological trends and models a realisable solution.

G1 - The student can identify the role that suites them, can identify the learning goals to fit this role, can identify the necessary steps to achieve these goals, and can identify improvements to this process.

Additionally, the student is required to select two more learning goals and describe their intended level of competence from the list of CMGT competences, in discussion with and with the agreement of the elective teacher(s).

Inhoud

Minor Game Design and Development

This project is part of a semester for exchange students who study a bachelor in the field of Game Design at their home university. The programme consists of this project worth 10 credits and four electives of 5 credits each.

Project Triple A Experience

Do you want to experience what it would be like to work in AAA game production? Do you want to experience working in teams of teams, focussing on your speciality whilst working with others to make a releasable game? Then the Project Triple A experience is for you: supported by coaches, you will design, develop and release a single game with the whole class. You will specialize in specific roles, such as management, production, development, art, game design or game marketing, and work in dedicated sub-teams to produce all the parts needed for a successful game launch.

In a final demonstration to the judges and fellow students you will show the potential of your product. This includes the actual working product, but also an insight on your production process. You will provide evidence of and reflection on your work in a development portfolio, and will defend that portfolio in an individual competency based interview.

Besides working on the the team’s product, you will also work on your own Professional Portfolio to order to showcase your work. For this you will receive some workshops on how to make a Professional Portfolio.

Opgenomen in opleiding(en)

CMGT Exchange Minor Game Design & Development
Minor Game Design & Development

School(s)

Instituut voor Communicatie, Media & IT

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