Vak: Narrative Design — credits: 5

Vakcode	GTVB22ELND
Naam	Narrative Design
Studiejaar	2025-2026
ECTS credits	5
Taal	Engels
Coördinator	O.A. Orlando
Werkvormen	Werkcollege
Toetsen	Narrative Design - Overige toetsing

Leeruitkomsten

Learning Outcomes

This Elective has five Course Learning Outcomes.

Course Learning Outcomes

LO1:The student will be able to apply theory to their design by using a narrative design canvas.

LO2:The student completes a narrative canvas that conveys the connection between player experience, game mechanics, and narrative elements.

LO3:The student will create a Narrative Design Canvas that focusses on the user experience by connecting the narrative context with game interactions.

LO4:The student successfully implements theory into their design representation.

LO5:The students will create a representation that exemplifies or demonstrates a key feature of the interactive experience.

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)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development

School(s)

Instituut voor Communicatie, Media & IT

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