Vak: Developing for Mobile level 2 — credits: 5

Vakcode	GTVB24ELDM2
Naam	Developing for Mobile level 2
Studiejaar	2025-2026
ECTS credits	5
Taal	Engels
Coördinator	N.B.O. Lumatalale
Werkvormen	Werkcollege
Toetsen	Developing for Mobile level 2 - Overige toetsing

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

When developing a prototype of a game for a mobile device, one must take into account the connection between software and hardware. By learning and doing research on possibilities and limitations, questions like 'What factors are at play creating interactivity' and 'What elements of user experience should be taken into account?' will most likely arise. In this elective, a student will work individually on concept project that will be released for a mobile platform.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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