Vak: Developing for Mobile level 3 — credits: 5

Vakcode	GTVB24ELDM3
Naam	Developing for Mobile level 3
Studiejaar	2025-2026
ECTS credits	5
Taal	Engels
Coördinator	N.B.O. Lumatalale
Werkvormen	Werkcollege
Toetsen	Developing for Mobile level 3 - Overige toetsing

Leeruitkomsten

For this elective level 3 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies.

These learning outcomes must be clearly different from level 2 learning outcomes in the judgement of the lecturer of the course and require the approval of the course coordinator.

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 posibilities 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.

The entry requirement for this elective is that the student has passed level 2 of the elective.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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