Vak: Rapid Prototyping level 3 — credits: 5

Vakcode	GTVB24ELRP3
Naam	Rapid Prototyping level 3
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	M. Bult
Werkvormen	Werkcollege
Toetsen	Rapid Prototyping 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 LOLs.

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

To test (parts of) a game, you need people to experience your ideas. In the Rapid Prototyping elective you will build the skills and confidence to quickly develop representative, playable prototypes. Prototypes that you can use to test out your ideas.

The best way to learn is to do, so you will be creating prototypes based on provided themes and from any perspective you want, be it artist, designer or programmer. For each prototype you have two weeks, so imagine the joy and excitement of a Game Jam but feeling less groggy!

The course is set up as such that there is a lot of opportunity to generate ideas and for feedback on what you have created. At the end, you pick your best of three prototypes and iterate upon it adding an additional, provided theme.

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)

Kunst, Ontwerp & Ruimte

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