Vak: Unreal level 3 — credits: 5

Vakcode	GTVB24ELUR3
Naam	Unreal level 3
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	A.A.L. Gerard
Werkvormen	Werkcollege
Toetsen	Unreal 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

Choosing the Unreal elective a subsequent time requires you to formulate five of your own learning goals. The lecturers must approve your learning goals in order for you to be able to use them. You must base your learning goals on the CMGT competencies (on level 2) to create a digital product.

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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