Vak: Project Game Design and Development 2 — credits: 10

Vakcode	GTVB26PGD2
Naam	Project Game Design and Development 2
Studiejaar	2026-2027
ECTS credits	10
Taal	Engels
Coördinator	D. Terluin
Werkvormen	Werkcollege
Toetsen	Project Game Design and Development 2 - Overige toetsing

Leeruitkomsten

Course Learning Outcomes

This course has five Course Learning Outcomes.

LOL A Level 2 - The student acts and performs within a team, valuing the team's diversity, and contributes to the continuous improvement of the team's organisation.

LOL E Level 2 - The student can compare solutions and justify their choice based on the wider context of the target audience, design goal, and organisation, to deliver solutions to organisational or design challenges.

LOL F Level 2 - The student knows their own strengths and weaknesses, can formulate complex learning goals, reflect on and take responsibility for managing their own learning process.

Additionally, at the start of the project, the student is required to select two additional learning goals and describe their intended level of competence for each from the list of CMGT competencies, which must be submitted to the coaches.

Inhoud

The minor programme consists of a project worth 10 credits and four CMGT electives of 5 credits each.
Students enrolled in a 1-year exchange programme are able to join this minor twice.
You can find the description of the first semester under that course.

The second semester also consists of a 10 EC project and four 5 EC electives.
For the project, you will join a new group to work on a new project. You will be asked to set goals based on the experience of the first project, and work towards these goals in a structured way.
The project is individually assessed through a development portfolio and a Criteria-Based Interview (CBI).
You can find the electives that you can choose from below in the tab 'About this minor'. You can choose four new electives, but you can also retake an elective at a higher level.

Opgenomen in opleiding(en)

CMGT Exchange Minor Game Design & Development 2

School(s)

Kunst, Ontwerp & Ruimte

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