

Creative Media & Game Technologies

Programma	EC
Year 1 Creative Media & Game Technologies	60
□ Analog Orientation	15
▫ GTVP21PDP - Project Design & Prototyping	10
▫ GTVP21FUP - Futureproof	5
□ Digital Orientation	15
▫ GTVP21P2D - Project 2D Game Development	10
▫ GTVP21PPF - Playful Past & Futures	5
□ 3D Orientation	15
▫ GTVP21P3D - Project 3D Game Development	10
▫ GTVP21VOU - Vision on UX/UI	5
□ Prototyping & Profiling	15
▫ GTVP21PPE - Project Production & Evaluation	10
▫ GTVP21FUS - Future Showcase	5
Year 2	50
□ Year 2 Courses	40
▫ GTVB22NTE - New Technology Exploration	10
▫ GTVB22NTA - New Technology Adaptation	10
▫ GTVB22GL - Game Lab	20
□ Year 2 Focus Tracks	10
<i>keuze uit onderstaande vakken</i>	
▫ GTVB22FTNT - New Technology	5
▫ GTVB22FTCM - Creative Media	5
▫ GTVB22FTUD - UX Design	5
Electives Year 2	10
<i>keuze uit onderstaande vakken</i>	
▫ GTVB22ELIE - Interactive Environments	5
▫ GTVB22ELAI - AI	5
▫ GTVB22ELSG - Serious Game Design	5
▫ GTVB22ELCD - Creature Design	5
▫ GTVB22ELUR - Unreal	5
▫ GTVB22ELND - Narrative Design	5
▫ GTVB22ELEX - Elective X	5
▫ GTVB22ELEY - Elective Y	5
▫ GTVB22ELEZ - Elective Z	5