

## Course: Narrative Design

credits: 5

|                     |                  |                          |                                     |
|---------------------|------------------|--------------------------|-------------------------------------|
| <b>Course code</b>  | GTVB22ELND       | <b>Modes of delivery</b> | Tutorial                            |
| <b>Name</b>         | Narrative Design | <b>Assessments</b>       | Narrative Design - Other assessment |
| <b>Study year</b>   | 2026-2027        |                          |                                     |
| <b>ECTS credits</b> | 5                |                          |                                     |
| <b>Language</b>     | English          |                          |                                     |
| <b>Coordinator</b>  | J.V. Lopez       |                          |                                     |

**Learning outcomes****Learning Outcomes**

This Elective has five Course Learning Outcomes.

**Course Learning Outcomes**

LO1:The student will be able to apply theory to their design by using a narrative design canvas

LO2:The student will be able to illustrate connections between experience, interaction, and narrative by using a narrative design canvas

LO3:The student will be able to model connections between mechanics and narrative as expressive play by using a narrative design canvas

LO4:The student will be able to illustrate how key design elements go beyond the narrative design canvas by using a representation

LO5:The student will be able to construct a representation demonstrating key features of the interactive experience

**Content**

In this Narrative Design elective, individual students will work on a Narrative Design Canvas and a representation of their own work combining game mechanics and narrative into an interactive experience. To do this, students will be mentored along this process through workshop-style courses that focus on building specific connections and narrative considerations. Students will be challenged with examples of works with diverse storytelling, theme, interesting characters, plot conflicts, world-building, and other narrative design elements.

**Included in programme(s)**

Creative Media & Game Technologies  
Minor Game Design & Development  
CMGT Exchange Minor Game Design & Development 2  
CMGT Exchange Minor Game Design & Development

**School(s)**

Arts, Design & Built Environment