

Course: Unreal

credits: 5

Course code	GTVB22ELUR
Name	Unreal
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	A.A.L. Gerard

Modes of delivery	Tutorial
Assessments	Unreal - Other assessment

Learning outcomes**Learning Outcomes**

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

LOL D Level 2. The student can construct technical solutions informed by relevant knowledge and theories.

LOL C Level 2. The student compares and selects appropriate technical solutions to satisfy complex problems.

LOL B Level 2. The student can make use of relevant visualisation techniques.

LOL D Level 2. The student experiments with new technological trends and models a realisable solution.

LOL D Level 2. The student can analyze the user experience, taking UX practices into account, to improve the solution.

Content

This Unreal elective covers a range of relevant topics to achieve the end-goal: having polished feature(s) in a product. The topics include visual and functional aspects required for your feature. This course is designed for people with no prior knowledge and for those who do have some Unreal knowledge. You can decide on the feature(s) that you want, but your feature should be at the expected polished level at the end of the period. You can decide your own feature or choose to collaborate with others to create a product with multiple features. You are responsible for your work, and your feature should be able to function without the help of others (no dependencies).

You should have a polished feature at the end of the period.

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