Course: Narrative Design level 2 credits: 5

Course code	GTVB23ELND2
Name	Narrative Design level 2
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	O.A. Orlando
Modes of delivery	Tutorial
Assessments	Narrative Design level 2 - Other assessment

Learning outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

Content

This Level 2 Elective Course is intended for students who have successfully completed Level 1 of Narrative Design. The student will work individually to create a) a development-ready Narrative Design Document AND b) a prototyped interaction of their level 1 game concept. 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, themes, interesting characters, plot conflicts, world-building, and other narrative design elements.

Included in programme(s)

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

School(s)

Arts, Design & Built Environment

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.