Course: Game Design — credits: 5

Course code	GTVB23FTGD
Name	Game Design
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	S.A. Smith
Modes of delivery	Tutorial
Assessments	Game Design - Other assessment

Learning outcomes

Learning Outcomes

This Focus Track has five learning outcomes.

LOL C Level 2 - The student can construct concepts and relates these to relevant theory and the needs of the users.

LOL C Level 2 - The student can experiment with innovative concepts to address complex or complicated situations.

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

LOL A Level 2 - The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication.

LOL D Level 2 - The student can apply appropriate evaluation methods to identify improvements.

Content

In the Focus Track Game Design, you will focus on game and level design. This course will help you to develop your skills as a game professional, focusing on game design tools and level design and development. There will be an individual assignment using theories, tools, and skills used in the work field, to relay your knowledge and skills of level design into a working prototype.

As a designer you will come up with an innovative and creative game concept that will show off your skills as a future professional. In a written game design document you will showcase your design with a focus on level design. You will then develop a level of your game in an industry tool to showcase your skills.

The student will be able to come up with a game concept and translate this into a prototype of a level design while thinking about how the elements of level design work together.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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