

Course: Game Programming

credits: 5

Course code	GTVB23FTGP	Modes of delivery	Action learning
Name	Game Programming	Assessments	Game Programming - Other assessment
Study year	2026-2027		
ECTS credits	5		
Language	English		
Coordinator	M. Bult		

Learning outcomes

This Focus Track has five Programme Learning Outcomes, assessed through five Course Learning Outcomes. The related competencies are listed in brackets after each Course Learning Outcome.

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 alters and differentiates technical solutions using identified improvements.
LOL C Level 2 - The student compares and selects appropriate technical solutions to satisfy complex problems.
LOL A Level 2 - The student can work using industry-standard methodologies under guidance.
LOL F Level 2 - the student knows their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managing their own learning process.

Content

In this course the students learn about programming techniques used in real time and 3d applications. It covers subjects from software engineering and mathematics. The goal is to make the students independent programmers that have knowledge of the most used techniques and an overview to be able to explore these topics further when required. The course is assessed by a programming assignment where students will define, design, and implement a complex and reusable feature for a game.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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