Course: Developing for Mobile level 2 credits: 5

Course code	GTVB24ELDM2
Name	Developing for Mobile level 2
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	N.B.O. Lumatalale
Modes of delivery	Tutorial
Assessments	Developing for Mobile 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

When developing a prototype of a game for a mobile device, one must take into account the connection between software and hardware. By learning and doing research on possibilities and limitations, questions like 'What factors are at play creating interactivity' and 'What elements of user experience should be taken into account?' will most likely arise. In this elective, a student will work individually on concept project that will be released for a mobile platform.

Included in programme(s)

CMGT Exchange Minor Game Design & Development 2

School(s)

Arts, Design & Built Environment

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