

Course: Rapid Prototyping level 2

credits: 5

Course code	GTVB24ELRP2	Modes of delivery	Tutorial
Name	Rapid Prototyping level 2	Assessments	Rapid Prototyping level 2 - Other assessment
Study year	2026-2027		
ECTS credits	5		
Language	English		
Coordinator	M. Bult		

Learning outcomes

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 LOLs. The learning outcomes have to be approved by the lecturer of the course.

Content

To test (parts of) a game, you need people to experience your ideas. In the Rapid Prototyping elective you will build the skills and confidence to quickly develop representative, playable prototypes. Prototypes that you can use to test out your ideas.

The best way to learn is to do, so you will be creating prototypes based on provided themes and from any perspective you want, be it artist, designer or programmer. For each prototype you have two weeks, so imagine the joy and excitement of a Game Jam but feeling less groggy!

The course is set up as such that there is a lot of opportunity to generate ideas and for feedback on what you have created. At the end, you pick your best of three prototypes and iterate upon it adding an additional, provided theme.

The entry requirement for this elective is that the student has passed level 1 of the elective.

Included in programme(s)

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

School(s)

Arts, Design & Built Environment

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