Course: Graduation Project — credits: 30

Course code	GTVB24GRA
Name	Graduation Project
Study year	2026-2027
ECTS credits	30
Language	English
Coordinator	C.J. Westerkamp
Modes of delivery	Graduation project
Assessments	Graduation Project - Other assessment

Learning outcomes

LOL A: Organising and Managing. The CMGT professional is able to plan, manage and communicate process-based projects as part of a team.

LOL B: Contextualising and Framing. The CMGT professional is able to research the boundaries, scope, and requirements of a problem prior to exploring solutions.

LOL C: Exploring and Ideating. The CMGT professional is able to experiment with digital tools and ideate possible solution directions, in order to address a problem statement or design brief.

LOL D: Executing and Implementing. The CMGT professional is able to construct appropriate solutions, using relevant methodologies.

LOL E: Futures Innovating. The CMGT professional can deliver solutions that account for wider social ramifications, the needs of the client the requirements from research, taking ethical and intercultural values into account.

LOL F: Self-Fashioning. The CMGT professional builds connections, manages their own development, formulates learning goals, takes responsibility for their own learning process, and how they relate to the world.

Content

The final graduation capstone is a test of the junior professional's competences, demonstrating the student's ability to independently and meaningfully contribute to the resolution of a concrete problem in the area of creative media and game technologies. The graduation project is the last major test prior to graduation, functioning as the capstone of the CMGT programme.

The graduating student works full time for one semester (20 weeks) on a complex assignment in a professional situation within the CMGT domain, following a method and producing a final product demonstrating that the graduating student has attained all competencies of the CMGT programme.

During graduation, the student displays all parts of the T-shaped professional – the breadth of their learning and skills; how they apply this to a wider context; the depth of their own specialisation and learning path, and how tey have reached the end-level of all the CMGT competences.

The graduation capstone is assessed by a submitted portfolio and a final product, both assessed at a Final Demonstration. Both the portfolio and the product must be submitted prior to the Final Demonstration. By successfully completing the graduation capstone, the student demonstrates that they are ready to enter the working field in their capacity as a junior professional.

Admission to the graduation capstone is determined by the requirements listed in the CMGT Teaching and Assessment Regulations (TER), and upon approval of the graduation assignment by the CMGT Graduation Committee. Students will be coached in the search for their graduation assignment at the beginning of Year 4, during the Graduation Bootcamp (during period 1). During the graduation, students will participate in a Community of Learners with up to six other students, all of whom have been assigned the same graduation supervisor.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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