

Course: Elective Entrepreneurship

credits: 5

Course code	GTVB25ELEN	Modes of delivery	Tutorial
Name	Elective Entrepreneurship	Assessments	Elective Entrepreneurship - Other assessment
Study year	2026-2027		
ECTS credits	5		
Language	English		
Coordinator	E.A. López Jiménez		

Learning outcomes

Programme Learning Outcomes

LOL B Level 2. The student consider contextual factors in the implementation of their solutions.

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

LOL E level 2. The student can compare and choose appropriate channels and business models for their solution.

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.

LOL F level 2. The student builds their own network, brings people in contact with each other and stimulates information exchange.

Content

Students explore their own interests, passions, and talents with the goal to turn them into reality. A better understanding of the entrepreneurial mindset will help students to identify opportunities, identify their network, nurture, test, and pitch their ideas. The student discusses and test their ideas with each other under the supervision of a teacher-expert. Acquired knowledge is applied and incorporated into delivering a Startup plan and a Pitch presentation.

Included in programme(s)

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

School(s)

Arts, Design & Built Environment

share your talent. move the world.