

Course: Unreal

credits: 5

Course code GTVB25FTUR
Name Unreal
Study year 2026-2027
ECTS credits 5
Language English
Coordinator K. Boerema

Modes of delivery Tutorial
Assessments Unreal - Other assessment

Learning outcomes

This Focus Track has five Programme Learning Outcomes.

Programme Learning Outcomes

LOL C Level 2 - The student can construct concepts and relates these to relevant theory and the needs of the users.
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 D Level 2 - The student can construct technical solutions informed by relevant knowledge and theories.
LOL D Level 2 - The student experiments with new technological trends and models a realisable solution.

Content

Unreal Engine is used for many different purposes, including games, movies, series and AR/XR. This focus track is about developing a workflow for a to-be-decided product. Students can choose anything from the aforementioned products, as long as they submit a proposal that meets preset requirements (using UE4/UE5 is one of them). They have to work in UE for this course. This focus track will cover a range of relevant topics, for example: workflow adjustments from Unity to UE; Blueprint scripting; Quixel; using UE tools to create environments; working with a group to finish a prototype.

At the end of this course, students will deliver a professional product made using blueprints and/or C++.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment