Course: Game Production credits: 5

Course code	GTVB26GPR
Name	Game Production
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	K. Boerema

Modes of delivery	Teaching method 1
Assessments	Game Production - Other assessment

Learning outcomes

This course has five Course Learning Outcomes.

Course Learning Outcomes
LOL B Level 2 - The student considers contextual factors in the implementations of their solutions.
LOL C Level 2 - The student employs appropriate prototyping methods to develop digital interactive prototypes..
LOL D Level 2 - The student can apply appropriate evaluation methods to identify improvements.

LOL E Level 2 - The student compares, experiments with and selects appropriate technical solutions to construct an innovative product, informed by relevant knowledge and theories that address the design challenge.
LOL F Level 2 - The student know their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managing their own learning process.

Content

Students extend/iterate an existing template with their own assets and/or game-mechanics to make a 'fun'ctional game. The students will be provided a bare-bones game template that students will expand upon. They will add extra assets, extra mechanics or both. They are free to work in groups if they choose to do so. The template is a simple game setup with straightforward code and assets.

The student will be assessed individually but is allowed to work in groups.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.