Course: Future Showcase — credits: 5

Course code	GTVP21FUS
Name	Future Showcase
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	E.A. López Jiménez
Modes of delivery	Tutorial
Assessments	Future Showcase - Other assessment

Learning outcomes

Programme Learning Outcomes

LOL A level 1. The student describes and presents a product or concept in a structured context.

LOL B Level 1. The student is aware of the impact their solutions might have and can articulate them in their process.

LOL B level 1. The student demonstrates understanding of relevant visualisation techniques.

LOL D level 1 - the student demonstrates understanding of relevant technological solutions.

LOL E level 1. The student can identify appropriate channels relevant to their solution.

Content

This course functions as a 'mirror capstone' of year 1. Students will create a showcase portfolio to present themselves to the industry and they will make the first steps in expanding their network by collecting feedback on their portfolio. In addition, students will develop the skill to pitch their value in a concise format to a Company Supervisor (Instructor) of their desired Internship Company.

The course is assessed via a hand-in of a showcase portfolio and a presentation.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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