Course: Project Design & Prototyping — credits: 10

Course code	GTVP21PDP
Name	Project Design & Prototyping
Study year	2026-2027
ECTS credits	10
Language	English
Coordinator	M. Bonnema
Modes of delivery	Project-based learning
Assessments	Project Design & Prototyping - Other assessment

Learning outcomes

Course independant learning outcomes

LOL A Level 1. The student actively participates in the team, engaging with team members in ways that facilitate their contributions and proactively cooperating to complete needed tasks.

LOL B Level 1. The student identifies own and others' assumptions under guidance to address a simple, structured problem.

LOL C Level 1. The student infers, indicates, and can ideate concepts relevant to the problem context.

LOL D Level 1. The student demonstrates understanding of relevant technological solutions and can create simple prototypes under guidance.

LOL E Level 1. The student can choose appropriate technical solutions to complex problems, constructs these solutions and can alter and differentiate these using identified improvements.

LOL F Level 1. The student is able to name their own strengths, can formulate simple learning goals and takes action to fulfil them.

Content

In Project Design and Prototyping, students will work in teams to solve a real design challenge, to create a mixed-media tabletop game that will be played during the following year's CMGT Introduction Week by the incoming first-year students.

In solving the design brief, student teams are supported by project coaches, and a series of workshops and learning streams, including Intercultural Competence; Game Design Tools; 2D Visual Design; and an introduction to working with digital technology, Play with Tech.

Students are expected to put in the necessary hours and effort to complete a working, iterated prototype of their game, and to have tested their game with fellow students.

The course is assessed by a demonstration, in which the working prototype is shown to teachers and fellow students; and by a development portfolio, assembled over the length of the course, in which the student provides evidence of what they have done and what they have learned.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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