# Vak: Game Lab — credits: 20

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| **Vakcode** | GTVB22GL |
| **Naam** | Game Lab |
| **Studiejaar** | 2026-2027 |
| **ECTS credits** | 20 |
| **Taal** | Engels |
| **Coördinator** | G.D. van der Lei |
| **Werkvormen** | Projectonderwijs<br>Werkcollege |
| **Toetsen** | Game Lab - Overige toetsing |

**Leeruitkomsten**

**Learning Outcomes**

One of the goals of GameLab is to mimic the graduation process, as such it assesses all six Course Independent Learning Outcomes:

LOL A Level 2 - The student acts and performs within a team, valuing the team's diversity and participates actively in the organisation of the project.
LOL B Level 2 - The student considers contextual factor in the analysis of a complex but structured problem.
LOL C Level 2 - The student employs appropriate prototyping and concepting methods to develop digital interactive prototypes.
LOL D Level 2 - The student can construct and iterate on solutions informed by relevant knowledge and theories.
LOL E Level 2 - The student can differentiate between different design decisions and explain how their choices address the design challenge.
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.

**Inhoud**

During Gamelab, you will form start-up groups and work in partnership with fellow students and professionals to build a concept, pitch your solution and develop it in order to convince the judges of its potential. The goal of GameLab is that you have a product that can be published on one of the major platforms upon completion (eg, Steam, AppStore, Itch.io, etc)

In a series of workshops, coaching sessions and presentations you will proceed through a series of gates in which your concept and business case will be assessed by professionals. During the course of the project the professionals will have the ability to not accept various ideas as potential products. This means only the best ideas get to progress to the point of publishing.

You will develop according to the latest software engineering methods using production specifications determined by your team, the experts and coaches. By critically assessing your budget, role requirements, technology and concept you will guide your development team towards the release of your product.

As a professional individual you will provide your team the needed hours and effort to complete the development of the products. This means in most cases you will put in lots of hours to develop the needed assets and code.

During this course you will receive coaching from professionals on art, design, audience research, user experience and development. But it is your task to ensure you have access to the required information to succeed.

In a final demonstration to the judges and fellow students you will show the potential of your product. This includes the actual working product, but also an insight on your production process. You will provide evidence of and reflection on the work you have done in a development portfolio, and will defend that portfolio in an individual competency based interview.

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

The entry requirement to this project is having passed GTVP24PPP in the CMGT first year programme.

**Opgenomen in opleiding(en)**

Creative Media & Game Technologies

**School(s)**

Kunst, Ontwerp & Ruimte

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