Vak: New Technology Exploration — credits: 10

Vakcode	GTVB22NTE
Naam	New Technology Exploration
Studiejaar	2026-2027
ECTS credits	10
Taal	Engels
Coördinator	J.V. Lopez
Werkvormen	Projectonderwijs
Toetsen	New Technology Exploration - Overige toetsing

Leeruitkomsten

1. LOL C Level 2 - The student compares, experiments with and selects appropriate technical solutions, informed by relevant knowledge and theories that address the design challenge. (**Game Technologies**)
2. LOL C Level 2 - The student experiments with relevant creative media techniques to address the design brief and extrapolates improvements based on iterations. (**Creative Media**)
3. LOL B Level 2 - The student experiments with emerging technological trends, and models a feasible solution, while considering contextual factors of a future scenario. In doing so, they relate to Futures Literacy skills, Game Studies theory and user needs. (**Futures Literacy**)
4. LOL A Level 2 - The student acts and performs within a team, valuing the team's diversity and facilitating contributions of team members (**Team Work**)
5. LOL F Level 2 - The student evaluates their professional strengths and weaknesses and explores creative approaches to plan goals and strategies for their professional development (**Career Development**)
6. LOL E Level 2 - The student demonstrates appropriate technical solutions, employing relevant prototyping methods. (**Demonstration**)
7. LOL E Level 2 - The student differentiates and relates the intended solutions to the design brief. (**Demonstration**)
8. LOL E Level 2 - The student can persuasively present their prototype, demonstrating the added value of the prototype for relevant stakeholders. (**Demonstration**)

Inhoud

Students will work in groups to create a game using a chosen technology from a selection provided. Students will explore that technology through the development of their game, uncovering the ethical, technical and artistic limits of their chosen technology. Building on Playful Pasts and Futures in Year 1, students will use games as a tool to map the contours and possibilities of their chosen technology, discovering and creating new uses for their technology. Students will engage with game engines, 3D modelling tools, theories of technology and ethical questions in their project.

Students work individually to create a development portfolio in which they submit evidence of their attainment of the competencies of the course, using as evidence the work they have done during the time of the project, including process, prototype and work done outside the project.

Design Brief One of the main uses of games is as a tool to explore the possible uses of new technologies. In this course, students are challenged to make a game for 30 years in the future: what will that game look like, how will it play, who will play it? What is the next hit game for VR? What is the next technology to be mainstream in gaming? In attempting to address this design brief, students will address the question of ‘what is a game’ and will attempt to position themselves in this future.

Design Constraints

- The game must be made in Unity.
- The game must use one of the selected technologies.
- The game must have a visual style appropriate to the technology.
- The game must be playable at the demonstration.
- The game cannot have shooting.

In solving the design brief, student teams are supported by project coaches, and a series of workshops related to VR Development and Futures Literacy;

Students are expected to put in the necessary hours and effort to have a tested concept and a working prototype of their game.

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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