Vak: Game Programming — credits: 5

Vakcode	GTVB23FTGP
Naam	Game Programming
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	M. Bult
Werkvormen	Action learning
Toetsen	Game Programming - Overige toetsing

Leeruitkomsten

This Focus Track has five Programme Learning Outcomes, assessed through five Course Learning Outcomes. The related competencies are listed in brackets after each Course Learning Outcome.

Programme Learning Outcomes

LOL D Level 2 - The student can construct technical solutions informed by relevant knowledge and theories.
LOL C Level 2 - The student alters and differentiates technical solutions using identified improvements.
LOL C Level 2 - The student compares and selects appropriate technical solutions to satisfy complex problems.
LOL A Level 2 - The student can work using industry-standard methodologies under guidance.
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

In this course the students learn about programming techniques used in real time and 3d applications. It covers subjects from software engineering and mathematics. The goal is to make the students independent programmers that have knowledge of the most used techniques and an overview to be able to explore these topics further when required. The course is assessed by a programming assignment where students will define, design, and implement a complex and reusable feature for a game.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

share your talent. move the world.

De ECTS onderwijscatalogus van de Hanzehogeschool Groningen wordt met de grootst mogelijke zorg samengesteld. Het is echter mogelijk dat de inhoud van de catalogus -en de daarin vervatte informatie- verouderd, incompleet of onjuist is. Aan de inhoud van de catalogus kunnen dan ook geen rechten worden ontleend.