Vak: Project Game Design and Development — credits: 10

Vakcode	GTVB23PGD
Naam	Project Game Design and Development
Studiejaar	2026-2027
ECTS credits	10
Taal	Engels
Coördinator	D. Terluin
Werkvormen	Werkcollege
Toetsen	Project Game Design and Development - Overige toetsing

Leeruitkomsten

Learning Outcomes

- LOL A Level 2 - The student acts and performs within a team, valuing the team's diversity and contributes to the continuous improvement of the team's organisation.
- LOL E Level 2 - The student can compare solutions and justify their choice based on the wider context of target audience, design goal and organisation, to deliver solutions to organisational or design challenges.
- LOL F Level 2 - The student knows their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managging their own learning process.

Additionally, at the start of the project the student is required to select two more learning goals and describe their intended level of competence from the list of CMGT competences, which will need to be submitted to the coaches.

Inhoud

Minor Game Design and Development

This project is part of a semester open to CMGT students, Hanze students with suitable technical backgrounds and and exchange students who study a bachelor of game design at their home university. The programme consists of this project worth 10 credits and four electives of 5 credits each.

Project The Big Company

Do you want to experience what it would be like to work in bigger game production? Do you want to experience working in teams of teams, focussing on your speciality whilst working with others to make a releasable game? Then the The Big Company experience is for you: supported by coaches, you will design, develop and release a single game with the whole class. You will specialize in specific roles, such as management, production, development, art, game design or game marketing, and work in dedicated sub-teams to produce all the parts needed for a successful game launch.

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 your work in a development portfolio, and will defend that portfolio in an individual competency based interview.

Besides working on the the team’s product, you will also work on your own Professional Portfolio to order to showcase your work.

Opgenomen in opleiding(en)

Minor Game Design & Development
CMGT Exchange Minor Game Design & Development

School(s)

Kunst, Ontwerp & Ruimte

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