Vak: Unreal

credits: 5

Vakcode	GTVB25FTUR
Naam	Unreal
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	K. Boerema
Werkvormen	Werkcollege
Toetsen	Unreal - Overige toetsing

Leeruitkomsten

This Focus Track has five Programme Learning Outcomes.

Programme Learning Outcomes

LOL C Level 2 - The student can construct concepts and relates these to relevant theory and the needs of the users.
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 D Level 2 - The student can construct technical solutions informed by relevant knowledge and theories.
LOL D Level 2 - The student experiments with new technological trends and models a realisable solution.

Inhoud

Unreal Engine is used for many different purposes, including games, movies, series and AR/XR. This focus track is about developing a workflow for a to-be-decided product. Students can choose anything from the aforementioned products, as long as they submit a proposal that meets preset requirements (using UE4/UE5 is one of them). They have to work in UE for this course. This focus track will cover a range of relevant topics, for example: workflow adjustments from Unity to UE; Blueprint scripting; using UE tools to create environments; working with a group to finish a prototype.

At the end of this course, students will deliver a professional product made using blueprints and/or C++.

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.