Vak: Game Production

credits: 5

Vakcode	GTVB26GPR
Naam	Game Production
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	K. Boerema

Werkvormen	Werkvorm 1
Toetsen	Game Production - Overige toetsing

Leeruitkomsten

This course has five Course Learning Outcomes.

Course Learning Outcomes
LOL B Level 2 - The student considers contextual factors in the implementations of their solutions.
LOL C Level 2 - The student employs appropriate prototyping methods to develop digital interactive prototypes..
LOL D Level 2 - The student can apply appropriate evaluation methods to identify improvements.

LOL E Level 2 - The student compares, experiments with and selects appropriate technical solutions to construct an innovative product, informed by relevant knowledge and theories that address the design challenge.
LOL F Level 2 - The student know their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managing their own learning process.

Inhoud

Students extend/iterate an existing template with their own assets and/or game-mechanics to make a 'fun'ctional game. The students will be provided a bare-bones game template that students will expand upon. They will add extra assets, extra mechanics or both. They are free to work in groups if they choose to do so. The template is a simple game setup with straightforward code and assets.

The student will be assessed individually but is allowed to work in groups.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

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