Vak: Project 2D Game Development — credits: 10

Vakcode	GTVP21P2D
Naam	Project 2D Game Development
Studiejaar	2026-2027
ECTS credits	10
Taal	Engels
Coördinator	M. Bonnema
Werkvormen	Projectonderwijs
Toetsen	Project 2D Game Development - Overige toetsing

Leeruitkomsten

Course independant learning outcomes

LOL A Level 1. The student can plan, implement, monitor and manage process based projects, using industry standard methodologies in a simple, structured context.

LOL B Level 1. The student is aware of the impact their solutions might have and can articulate them in their process.

LOL C Level 1. The student can reproduce appropriate technical solutions and can elaborate under guidance simple digital prototypes.

LOL D Level 1. The student acquires knowledge of creating and iterating technical solutions.

LOL E Level 1. The student can choose appropriate technical solutions to complex problems, constructs these solutions and can alter and differentiate these using identified improvements.

LOL F Level 1. The student is able to name their own strengths, can formulate learning goals and takes appropriate action to fulfil learning goals through an iterative process.

Inhoud

Content

In Project 2D Game Development, students will work in teams to create a digital game solution that will be played during the following year's CMGT Introduction Week by the incoming first-year students.

Student teams will work following the Agile Scrum method to develop a working digital game prototype in GameMaker. Building on the intercultural communicative competence (ICC) that still takes centre stage, the student will consider accessibility and inclusivity (Ethics) when making design choices for their digital game.

Design Constraints

The game must be digital.
The game must be made in GameMaker.
The game must be freestanding and playable during Introduction Week the following year.

In solving this design brief, student teams are supported by project coaches and a series of workshops and learning streams, including Design Ethics, 2D Programming, 2D Art Tools, and Agile SCRUM.

Students are expected to put in the necessary hours and effort to complete a working, iterated prototype of their game and to have tested their prototype with fellow students and experts.

Assessment

The course is assessed by a demonstration, where the prototype is shown to and playable by teachers and students; 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; and a Criterium Based Interview (CBI) where students are interviewed about the contents of the development portfolio.

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.