Vak: Project 3D Prototyping and Production — credits: 20

Vakcode	GTVP24PPP
Naam	Project 3D Prototyping and Production
Studiejaar	2026-2027
ECTS credits	20
Taal	Engels
Coördinator	F.A. Derks
Werkvormen	Projectonderwijs
Toetsen	Project 3D Prototyping and Production - Overige toetsing

Leeruitkomsten

This course is assessed on the competence level, assessing all six CMGT CILO's at level 1.

LOL A: Organisation and Managing -
the student operates and performs within a team, using industry-standard methodologies in a simple, structured context.

LOL B: Contextualising and Framing -
the student identifies their own and other's assumptions under guidance and is aware of the impact of existing technologies and their consequences.

LOL C: Exploring and Ideating -
the student can ideate a concept relevant to the problem context.

LOL D: Executing and Implementing -
the student demonstrates understanding of relevant technological solutions.

LOL E: Futures Prototyping
the student can choose appropriate technical solutions to complex problems, constructs these solutions and can alter and differentiate these using identified improvements.

LOL F: Self Fashioning
the student is able to name their own strengths and formulate simple learning goals and takes action to fulfil learning goals through an iterative process.

Inhoud

“Making a game in a team to develop yourself!”

In Project 3D Prototyping and Production, students will concept, develop, and produce a digital game as a solution to a chosen design challenge. Students will use evaluation and 3D game development tools to create a finished 3D solution to their design challenge. The finished solution will be evaluated with the target audience to ensure it meets the initial project brief and will be iterated upon, based on the findings of the evaluations.

Design Brief
Games and playful design can be used to address real social challenges, from small scale ('how to get more people to use this service?') to large scale (‘how to change people's behaviour around water usage?’) and everything in between. The theme for this block revolves around three 'Spaces': nature spaces, public spaces, and cultural spaces. The student will create, develop, and evaluate a 3D entertainment game to address one of the cases around these spaces.

Design Constraints
- the game must be made using 3D tools (think Unity, Blender)
- the game concept must address the project briefing.
- the game concept must be evaluated with the users of the given space (think Research).
- the game must exist in finished prototype form, suitable to be deployed in the relevant channel.

In solving the design brief, student teams are supported by project coaches, and a series of workshops and learning streams, including 3D Creative Media; 3D Game Programming; Game Design Tools; and Research.

Students are expected to put in the necessary hours in ideation and effort to have a tested, iterated, and finished prototype of their game, and to have tested their game with both fellow students and end-users.

Assessment
The course is assessed via a demonstration, in which the working prototype is shown to teachers and fellow 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) were students are interviewed about the contents of the development portfolio.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

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