

Opleiding

Toegekend diploma

Bachelor of Science

Programmaduur

48 maanden

ECTS credits

240

Niveau eindkwalificatie

Bachelor

Vorm

Voltijd

Taal

Engels

School

Kunst, Ontwerp & Ruimte

Locaties

Groningen

Creative Media & Game Technologies

Programmabeschrijving

Making games to develop the future! Games are all around us in our daily lives and at the cutting edge of technology. In the Creative Media and Game Technologies programme (CMGT), students will work with new and nascent technologies to learn how to build the future by making games: learning how to explore new technologies and use them to create new worlds. The four-year international programme focuses on students who want to dive into the broad and fast changing field of digital technology.

The Bachelor degree programme Creative Media and Game Technologies comprises a programme of 240 ECTS credits. The main phase programme is composed of projects in which students further develop their game development skills and elective spaces in which they can broaden and/or specialize their skill set. The third year includes a minor and placement, offering the student experiences from outside the programme, both in the professional field and another programme.

With an emphasis on research, innovation, intercultural communication, and entrepreneurship, CMGT graduates young professionals who are generalists and specialists – the T-shaped professional. At CMGT, students are the focus, games are the tool for exploration, HILL is the method for learning, and using technology to create a better future is the goal for us all.

Leeruitkomsten

- A. Organising and Managing** The starting CMGT professional is able to plan, manage and communicate process-based projects as part of a team to make professional products. They are able to work cooperatively in a self-assured, independent manner, and display a professional commitment to ethical practice on a daily basis.
- B. Contextualising and Framing** The starting CMGT professional is able to research the boundaries, scope, and requirements of a problem prior to exploring solutions. They can make judgements about the value of ideas or materials, and can build products from diverse elements, with emphasis on creating new meanings or ways of looking at the world.
- C. Exploring and Ideating** The starting CMGT professional is able to experiment with digital tools and ideate possible solution directions, in order to address a problem statement or design brief. They can judge different solutions on their relevance and utility and use logical reasoning and deduction to create a new perspective on the problem and the possible solutions.
- D. Executing and Implementing** The starting CMGT Professional is able to construct appropriate solutions, using relevant methodologies. They can execute and modify workflows to meet new needs, can repurpose engines, tools, and processes; and can use industry-standard workflows at a professional level.
- E. Futures Innovating** The starting CMGT professional can deliver solutions to the appropriate channels that account for wider social ramifications, the needs of the client, the requirements from research, and can communicate these to stakeholders and end-users. They create and deploy meaningful products that address a defined problem for a client or stakeholder and communicate the value of that solution to relevant parties. The starting CMGT professional builds connections, manages their own development, formulates learning goals, takes responsibility for their own learning process, and how they relate to the world. They display commitment to ethical practice, internalises norms and values that resolve complex conflicts, and show self-reflection and self-reliance.
- F. Self-Fashioning**

Programma

Creative Media & Game Technologies

credits

Year 1	60
□ Analog Orientation	15
▫ GTVP21PDP - Project Design & Prototyping	10
▫ GTVP21FUP - Futureproof	5
□ Digital Orientation	15
▫ GTVP21P2D - Project 2D Game Development	10
▫ GTVP21PPF - Playful Past & Futures	5
□ 3D Prototyping & Production	30
▫ GTVP24PPP - Project 3D Prototyping and Production	20

▫ GTVP21VOU - Vision on UX/UI	5
▫ GTVP21FUS - Future Showcase	5
Year 2	50
▫ Year 2 Courses	45
▫ GTVB22NTE - New Technology Exploration	10
▫ GTVB22NTA - New Technology Adaptation	10
▫ GTVB26GPR - Game Production	5
▫ GTVB22GL - Game Lab	20
▫ Year 2 Focus Tracks	5
keuze uit onderstaande vakken	
▫ GTVB23FTGP - Game Programming	5
▫ GTVB23FTCD - Character Design	5
▫ GTVB23FTGD - Game Design	5
▫ GTVB25FTUR - Unreal	5
Electives Year 2 and 4	30
keuze uit onderstaande vakken	
▫ GTVB24ELAN - Animation	5
▫ GTVB26ELDF - Digital Fashion	5
▫ GTVB22ELAI - AI	5
▫ GTVB22ELSG - Applied Game Design	5
▫ GTVB22ELCD - Creature Design	5
▫ GTVB22ELUR - Unreal	5
▫ GTVB22ELND - Narrative Design	5
▫ GTVB23ELPA - Procedural Assets	5
▫ GTVB23ELRO - Robots	5
▫ GTVB23ELRP - Rapid Prototyping	5
▫ GTVB23ELGA - Game Audio	5
▫ GTVB23ELMM - Monetization & Marketing	5
▫ GTVB25ELEN - Elective Entrepreneurship	5
▫ GTVB22ELEY - Elective Y	5
▫ GTVB25ELEZ - Elective Z	5
▫ GTVB23ELND2 - Narrative Design level 2	5
▫ GTVB23ELSG2 - Applied Game Design level 2	5
▫ GTVB23ELUR2 - Unreal level 2	5
▫ GTVB23ELAI2 - AI level 2	5
▫ GTVB26ELDF2 - Digital Fashion level 2	5
▫ GTVB23ELCD2 - Creature Design level 2	5
▫ GTVB24ELAN2 - Animation level 2	5
▫ GTVB24ELGA2 - Game Audio level 2	5
▫ GTVB24ELMM2 - Monetization & Marketing level 2	5
▫ GTVB24ELPA2 - Procedural Assets level 2	5
▫ GTVB24ELRO2 - Robots level 2	5
▫ GTVB24ELRP2 - Rapid Prototyping level 2	5
▫ GTVB25ELEN2 - Elective Entrepreneurship level 2	5
▫ GTVB23ELEY2 - Elective Y level 2	5
▫ GTVB25ELEZ2 - Elective Z level 2	5
▫ GTVB24ELAI3 - AI level 3	5
▫ GTVB26ELDF3 - Digital Fashion level 3	5
▫ GTVB24ELAN3 - Animation level 3	5
▫ GTVB24ELCD3 - Creature Design level 3	5
▫ GTVB24ELGA3 - Game Audio level 3	5
▫ GTVB24ELMM3 - Monetization & Marketing level 3	5
▫ GTVB24ELND3 - Narrative Design level 3	5
▫ GTVB24ELPA3 - Procedural Assets level 3	5
▫ GTVB24ELRO3 - Robots level 3	5
▫ GTVB24ELRP3 - Rapid Prototyping level 3	5
▫ GTVB24ELSG3 - Applied Game Design level 3	5
▫ GTVB24ELUR3 - Unreal level 3	5
▫ GTVB25ELEN3 - Elective Entrepreneurship level 3	5
Year 3	60
▫ Minor	30
vrrije keuzeruimte	
▫ Internship	30
▫ GTVB23INT - Internship	30
Year 4	40
▫ Innovation WorkPlace Project	10
▫ GTVB24IWP - Innovation WorkPlace Project	10
▫ Graduation Project	30
▫ GTVB24GRA - Graduation Project	30

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