Hanze

Minor

Toegekend diploma
-

Programmaduur
6 maanden

ECTS credits
30

Niveau eindkwalificatie
Bachelor

Vorm
Voltijd

Taal
Engels

School
Kunst, Ontwerp & Ruimte

Locaties
Groningen

Minor Game Design & Development

Programmabeschrijving

Do you want to experience what it would be like to work in AAA game production? Do you want to experience working in teams of teams, focussing on your speciality whilst working with others to make a releasable game? Then the Project Triple A experience is for you: supported by coaches, you will design, develop and release a single game with the whole class. You will specialise in specific roles, such as management, production, development, art, game design or game marketing, and work in dedicated sub-teams to produce all the parts needed for a successful game launch. The project is individually assessed through a development portfolio and a Criteria Based Interview (CBI).

Leeruitkomsten

Programma

Minor Game Design & Development	**credits**
Minor Game Design & Development Compulsory Courses	10
▯ GTVB23PGD - Project Game Design and Development	*10*
Minor Game Design & Development Electives	20
keuze uit onderstaande vakken	
▯ GTVB22ELAI - AI	*5*
▯ GTVB26ELDF - Digital Fashion	*5*
▯ GTVB22ELSG - Applied Game Design	*5*
▯ GTVB22ELCD - Creature Design	*5*
▯ GTVB22ELUR - Unreal	*5*
▯ GTVB22ELND - Narrative Design	*5*
▯ GTVB23ELRP - Rapid Prototyping	*5*
▯ GTVB23ELGA - Game Audio	*5*
▯ GTVB23ELMM - Monetization & Marketing	*5*
▯ GTVB23ELPA - Procedural Assets	*5*
▯ GTVB23ELRO - Robots	*5*
▯ GTVB24ELAN - Animation	*5*
▯ GTVB25ELEZ - Elective Z	*5*
▯ GTVB25ELEN - Elective Entrepreneurship	*5*

share your talent. move the world.

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