

Employment Ticket 2021

MSc Games

K-Games (approved 4 February 2021)

All graduates will have the ability to:

- Design and implement prototypes of playful and engaging experiences, individually and in teams
- Evaluate, refine, assess and make decisions about prototypes and products through user research, user testing and data-based methods
- Use scientific theories and methods to research, communicate and reflect on complex problems related to games

Additionally, Design graduates will have the ability to:

- Apply, select, discuss and adapt a range of design methods, development processes, and scientific methods, to create games and other playful and engaging experiences
- Excel in computational thinking and apply basic programming
- Develop design innovations in the field of games and playful experiences, based on scientific methods

All Technology graduates will have the ability to:

- Apply, discuss, evaluate, adapt and develop technical concepts, technical solutions, complex algorithms, system architectures and development methods of games and other playful and engaging experiences
- Develop technical innovations in the field of games and playful experiences, based on scientific methods