Game Development

Course	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period 2
	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
Year 1																
Algorithms																
3D1		Simple Props: 3h				Milestone: models and unwraps ready (18h)		5 props Assignment (25h)						Milestone: models of your diorama (25h)		Diorama Scene (75h)
3D1			Assignment 1: Make 5 Props							Exam: Diorama Scene						
Game Design 1	*Game analysis*				Assigment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	Lab & Theory Exam
Game Design 1		Assignment 1: Mario						Exam Assignment								
Applied Math and Physics 2		Weekly Assignment									Weekly Assignment					Lab Exam / Theory Exam
Programming 2		Weekly Assignment							Milestone Game		Weekly Assignment					Deadline Game / Theory Exam
Year 2																
3D for Games		Weekly Quizzes									Weekly Quizzes					Exam Assignment (60h)
3D for Games				Exam Assignment: Procedural Tool												
Game Projects		Game Project														Presentation
Tool Development		*Weekly exercise*				Assignment 1 (15h)	*Weekly exercise*				*Weekly exercise*			Assignment 2 (15h)		Exam Assignment (60h)
Tool Development		Assignment 1: C++ or C# assignment						Assignment 2: C# or C++ assignment								
Programming 4		Weekly Assignment									Weekly Assignment					Oral presentation / Exam
Programming 4		Exam project														
Graphics Programming 2						Milestone 1 (handin) 21-Mar @ 12PM					Milestone 2 (handin) 25-Apr @ 12PM				Milestone 3 (handin) 23-May @ 12PM	Exam Assignment
Graphics Programming 2		Labs Assignment (Milestone 1)				Labs Assignment (Milestone 2)					Labs Assignment (Milestone 3)				*Labs Extra (No Milestone)*	
Graphics Programming 2								Exam Assignment								
Year 3																
Graduation Work (Sem2)	MS1: Top 3 Research Topics (2h)			Reflection Report 1 (5h)		MS2: Learning Log - Literature Study (50h)			MS3: Learning Log - Research Questions(s)	Reflection Report 2 (5h)				MS4: Paper/Article - Literatur Study (30h)	Reflection Report 3 (5h)	Final Graduation Work Presentation (230h)
Internship																Presentation

Legend:
- Deadline (Expected Time Spent)
- Milestone

Sound Design

Course	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period 2
	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
Year 1																
Algorithms																
3D1		Simple Props: 3h				Milestone: models and unwraps ready (18h)		5 props Assignment (25h)						Milestone: models of your diorama (25h)		Diorama Scene (75h)
			Assignment 1: Make 5 Props						Exam: Diorama Scene							
Game Design 1	*Game analysis*				Assigment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	Lab & Theory Exam
			Assignment 1: Mario					Exam Assignment								
Sound Project 1			Ambient & Music 10% 15h		Foley 10% 10h		SFX 10% 10h					Spatialization 10% 15h		Mastering 10% 10h		Exam Assignment 50% 20h
			Ambient & Music		Foley		SFX					Spatialization		Mastering		
Programming 2										Milestone Game						Deadline Game Lab Exam Theory Exam
			Weekly Assignment								Weekly Assignment		Weekly Assignment			
Year 2																
3D for Games			Weekly Quizzes									Weekly Quizzes				Exam Assignment (60h)
					Exam Assignment: Procedural Tool											
Game Projects			Game Project													Presentation
Sound Effects		*Weekly exerercise*				Milestone Assignment 1 (10h)					Milestone Assignment 2 (10h)	Milestone Assignment 3 (10h)	Assignment 1 (10h)	Assignment 2 (10h)		Exam Assignment (60h)
Audiolab	*Weekly exerercise (L)*			*Weekly exerercise (JUCE)*	*Weekly exerercise (NIME)*	*Weekly exerercise (L)*					*Weekly exerercise (JUCE)*	*Weekly exerercise (NIME)*	Milestone Assignment 1 (10h)	Milestone Assignment 2 (10h)	Milestone Assignment 3 (10h)	Exam Assignment (60h)
Sound Projects 2			Wwise Assignment (12h)			Unity Assignment (12h)								Unreal Assignment (12h)		Exam Wwise (20h) Exam Unreal (20h) Exam Unity (20h)
				Exam Preparation Wwise, Unity, Unreal												

Deadline (Expected Time Spent)	
Milestone	

Independent Game Production

Course	Week 1 / 14-Feb	Week 2 / 21-Feb	Week 3 / 28-Feb	Week 4 / 7-Mar	Week 5 / 14-Mar	Week 6 / 21-Mar	Week 7 / 28-Mar	Spring Holidays / 4-Apr	Spring Holidays / 11-Apr	Creaweek / 18-Apr	Week 9 / 25-Apr	Week 10 / 2-May	Week 11 / 9-May	Week 12 / 16-May	Week 13 / 23-May	Exam Period 2 / 30-May
Year 1																
Game Design 1	*Game analysis*				Assignment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	Lab & Theory Exam
		Assignment 1: Mario					Exam Assignment									
2D for Games 2			Weekly assignments 10% | 12h				Crazy Bunch 30% | 25h		Stickfigures + idea and reference							Hero vs BBEG 60% | 60h
		Weekly Assignments			Assignment 1: Crazy Bunch								Exam: Hero vs BBEG			
Game Art 1		*design*	*model*	*texture*	Flying Circus 20% | 30h	*model*	*texture*		WeaponCraft 20% | 25h							Exam Assignment 60% | 55h
		Assignment 1: Flying Circus				Assignment 2: WeaponCraft						Exam Assignment			
Game Enterprenuership 1	GE1 Business	GE1 Business		GE1 Business			GE1 Business				GE1 Business		GE1 Business	GE1 Business	GE1 Business	Exam schriftelijk ? 2 uur
GE1 XLS DOC PPT			GE1 XLS DOC PPT		GE1 XLS DOC PPT	GE1 XLS DOC PPT						GE1 XLS DOC PPT				Exam (2 h)
	Milestone 1 GE1 Business Resources		Milestone 2 GE1 Business Reflection	Assignment 1 XLS DOC PPT		*Assignment 1 Business*	Assignment 2 XLS DOC PPT					*Assignment 2 Business*		*Assignment 3 Business*	Assignment 3 XLS DOC PPT	
Platform Development 2						Graded Lab Test 20% | 4h					Theory Quiz 10% | .5h			Project 30% | 50h		Exam 40% | 3h
					Assignment: Proposal Game Concept								Exam Assignment			
Year 2																
3D for Games		Weekly Quizzes									Weekly Quizzes					Exam Assignment (60h)
					Exam Assignment: Procedural Tool											
Game Design 3		Concept 1 12.5% | 20h		Concept 2 12.5% | 20h		Concept 3 12.5% | 20h	Concept 4 12.5% | 20h									Exam Assignment 50% | 90h
	Concept 1		Concept 2		Concept 3		Concept 4				Exam Assignment					
Game Enterprenuership 3	Game Market review	Start-up eco-sytem 1	Start-up eco-system 2	Game motivational models	Reaching Customers Poduct Market Fit	Tracking roll out progress	VAF				Gaming Metrics 2	Ai In game application	Legal documents	Funding Process	Recap	Exam (Oral)
External Guests		Interview Moonmonster			Review case progress	Visit a game company	Jouri Presentation						Legal Presentation			
	Milestone 1 GE3 Game Market insights		Milestone 2 GE3 Ecosystem	Assignment case Anywhere			Deadline 1 Case anywhere					Deadline 2 Case anywhere				
Applied Games																
Platform Development 4				Test 10%		Test 10%					Test 10%		Test 10%			Exam
Year 3																
Graduation Work (Sem2)	MS1: Top 3 Research Topics (2h)			Reflection Report 1 (5h)		MS2: Learning Log - Literature Study (50h)			MS3: Learning Log - Research Questions(s)	Reflection Report 2 (5h)				MS4: Paper/Article - Literatur Study (30h)	Reflection Report 3 (5h)	Final Graduation Work Presentation (230h)
Internship																Presentation

Deadline (Expected Time Spent)	
Milestone	

Game Graphics Production

Course	Week 1 (14-Feb)	Week 2 (21-Feb)	Week 3 (28-Feb)	Week 4 (7-Mar)	Week 5 (14-Mar)	Week 6 (21-Mar)	Week 7 (28-Mar)	Spring Holidays (4-Apr)	Spring Holidays (11-Apr)	Creaweek (18-Apr)	Week 9 (25-Apr)	Week 10 (2-May)	Week 11 (9-May)	Week 12 (16-May)	Week 13 (23-May)	Exam Period 2 (30-May)
Year 1																
Game Art 1		design	model	texture	Flying Circus 20% | 30h	model	texture		WeaponCraft 20% | 25h							Exam Assignment 60% | 55h
		Assignment 1: Flying Circus →				Assignment 2: WeaponCraft →						Exam Assignment →				
Preproduction 2		Concept and Lightstudy	Rough shading	The Chest 20% | 15h	Compositions	Rough Lineart and Start Color Keys	Color Keys	Details	Composition 30% | 26h							Exam Assignment 40% | 50h
		Assignment 1: The Chest →				Assignment 2: Composition →						Exam Assignment →				
3D 2		Assignment 1: Vintage Object →			3D Object 30% (20h)	Choose a Car				Car Body Finished		Car Parts		Materials + Details	Studio Set-up	Exam Assignment 70% (60h)
							Exam Assignment: 3D car →									
Procedural: Introduction						Assignment 1: Basic HDA →			Assignment 1 (30%|30h)		Exam Assignment →					Exam Assignment (70%|70h)
Programming for Artists 2		Weekly quiz/exercises			Graded Quiz (10%)	Weekly quiz/exercises					Graded Quiz (10%)		Weekly quiz/exercises	Graded Quiz (10%)		Exam Assignment (70%)
Year 2																
Game Projects						Game Project →										Game Project Presentation
Rigging for Games		Mechanical Rig: Techsheet →				Techsheet (8h)	Start joints				Exam: Mechanical Rig →	Start control chain				Exam: Mechinical Rig(45h)
Realtime FX		Weekly Exercise (1h)	Weekly Exercise (1h)	Weekly Exercise (1h)	Weekly Exercise (1h)	Weekly Exercise (1h)					Exam Assignment →					Exam Assignment (30h)
			Moodboard + Simple Particle (16h) →													
Procedural Assets			Assignment 1: Stair case (25h) →						Stair Case		Exam Assignment: Procedural Tool →					Exam Assignment (70%)
Scripting 2		Assignment 1: Practice, weekly hand-ins →		Assignment 1 (10%|15h)		Assignment 2: Small Script →			Assignment 2 (20%|25h)		Exam Assignment →					Exam Assignment (70%|60h)
Environments 2		Assignment 1: Ruins →		Ruins 25% | 30h		Assignment 2: Archviz →	Archviz 20% | 25h				Exam Assignment →					Exam Assignment 55% | 60h
Character Creation		Assignment 1: MIB Alien →			Assignment 1 (20h)	Assignment 2: Realtime Head →					Assignment 2 (20h)					Exam Assignment (60h)
											Exam Assignment →					
Stylized Creation		Assignment 1: Blockouts →	Assignment 1 (11h)	Assignment 2 (4h)		Mesh Milestone	Done Milestone	Assignment 3 (30h)			At Least The Blockout Milestone					Character (60h)
			Assignment 2: Face →			Assignment 3: Creature Workshop →					Exam Assignment →					
		Assignment 0: Find a concept for the exam →														
Year 3																
Graduation Work (Sem2)	MS1: Top 3 Research Topics (2h)			Reflection Report 1 (5h)		MS2: Learning Log - Literature Study (50h)			MS3: Learning Log - Research Questions(s)	Reflection Report 2 (5h)			MS4: Paper/Article - Literatur Study (30h)		Reflection Report 3 (5h)	Final Graduation Work Presentation (230h)
Internship																Presentation

Legend:

- Deadline (Expected Time Spent)
- Milestone

3D Animation

Course	Week 1 14-Feb	Week 2 21-Feb	Week 3 28-Feb	Week 4 7-Mar	Week 5 14-Mar	Week 6 21-Mar	Week 7 28-Mar	Spring Holidays 4-Apr	Spring Holidays 11-Apr	Creaweek 18-Apr	Week 9 25-Apr	Week 10 2-May	Week 11 9-May	Week 12 16-May	Week 13 23-May	Exam Period 2 30-May
Year 1																
3D pipeline			CuteBot: Choice and Techsheet (4h)				CuteBot: Rig (20h)									Exam: Animation scene (60h)
3D pipeline	Assignment1: CuteBot: choice and Techsheet →			Assignment 2: CuteBot: Rig →							Exam: CuteBot Scene →					
Preproduction 2		Concept and Lightstudy	Rough shading	The Chest 20% | 15h	Compositions	Rough Lineart and Start Color Keys	Color Keys	Details	The Comm Tower 30% | 26h							Exam Assignment 40% | 50h
Preproduction 2	Assignment 1: The Chest →				Assignment 2: The Communication Tower →						Exam Assignment →					
3D 2					3D Object 30% (20h)	Choose a Car				Car Body Finished		Car Parts		Materials + Details	Studio Set-up	Exam Assignment 70% (60h)
3D 2	Assignment 1: Vintage Object →						Exam Assignment: 3D car →									
Programming for Artists 1																
Animation 2			Shortfilm 10%		Photoboard 15%											Exam assignment 40%
Animation 2	Assignment 1: Shortfilm →			Assignment 2: Photoboard →		Assignment 3: 3D Preproduction Pipeline (35%) | Weekly milestones →										
Year 2																
Film Projects				Assignment 1 15h												End Assignment 60h
Film Projects	Assignment 1 →							Exam Assignment →								
Portfolio																Portfolio Piece & Presentation
Stylized Creation			Assignment 1 (11h)	Assignment 2 (4h)		Mesh Milestone	Done Milestone	Assignment 3 (30h)			At Least The Blockout Milestone					Character (60h)
Stylized Creation	Assignment 1: Blockouts →		Assignment 2: Face		Assignment 3: Creature Workshop →						Exam Assignment →					
Stylized Creation	Assignment 0: Find a concept for the exam →															
Animation 4	Milestone/feedback analysis	Block out Ass1	Assignment1: Animal walk(12h) 20%	Milestone/feedback analysis	Block out Ass2	Assignment 2: Animal Behavior (12h) 20%	Milestone/feedback				Recording and clean up mocap	Recording and clean up mocap	Recording and clean up mocap	Assignment 3 Mocap(12h) 10%		Exam Assignment (60h)
Animation 4											Exam Assignment →					
3D4			Assignment 1 (12h)			Milestone 1 (8h)						Milestone 2 (12h)			Milestone 3 (18h)	Exam Assignment (60h)
3D4	Assignment 1: Scans in RC →				Exam assignment: Unreal cinematic shot →											
3D4								Exam Assignment →								

Legend:

- Deadline (Expected Time Spent)
- Milestone

Visual Effects

Course	Week 1 14-Feb	Week 2 21-Feb	Week 3 28-Feb	Week 4 7-Mar	Week 5 14-Mar	Week 6 21-Mar	Week 7 28-Mar	Spring Holidays 4-Apr	Spring Holidays 11-Apr	Creaweek 18-Apr	Week 9 25-Apr	Week 10 2-May	Week 11 9-May	Week 12 16-May	Week 13 23-May	Exam Period 2 30-May
Year 1																
3D pipeline			CuteBot: Choice and Techsheet (4h)				CuteBot: Rig (20h)									Exam: Animation scene (60h)
	Assignment1: CuteBot: choice and Techsheet			Assignment 2: CuteBot: Rig							Exam: CuteBot Scene					
Compositing 2		Street/TV/Room (4h)	Too Many Daughters (5h)	3D + Particles (5h)	Projection (5h)		MS: Highway Bridge (8h)					Highway Bridge (30h)	MS: Matte Painting	MS: Douwe Egberts		Exam (70h)
	Intro to Fusion					Highway Bridge							EXAM - Douwe Egberts			
										EXAM - Matte Painting						
3D 2					3D Object 30% (20h)	Choose a Car				Car Body Finished	Car Parts			Materials + Details	Studio Set-up	Exam Assignment 70% (60h)
	Assignment 1: Vintage Object					Exam Assignment: 3D car										
Procedural: Introduction									Assignment 1 (30%|30h)							Exam Assignment (70%|70h)
				Assignment 1: Basic HDA						Exam Assignment						
Programming for Artists 2	Weekly quiz/exercises				Graded Quiz (10%)	Weekly quiz/exercises					Graded Quiz (10%)	Weekly quiz/exercises		Graded Quiz (10%)		Exam Assignment (70%)
Year 2																
Film Projects				Assignment 1 15h												End Assignment 60h
	Assignment 1			Exam Assignment												
Portfolio																Portfolio Piece & Presentation
VFX Simulation 2						Hand-In (40%)										Hand-in (60%)
		Assignment 1: Small Destruction scene					Assignment 2 (Final Assignment): Destruction Project									
Compositing 4		MS: CP #1 (8h)	CP #1 (16h)	MS: CP #2 (8h)	CP #2 (16h)	MS: CP #3 (8h)	CP #3 (16h)		Camera Tracking (20h)			Blockout		1st Version		Exam (60h)
	Camera Tracking										Exam					
	Comp Projects															
3D4			Assignment 1 (12h)			Milestone 1 (8h)					Milestone 2 (12h)			Milestone 3 (18h)		Exam Assignment (60h)
	Assignment 1: Scans in RC				Exam assignment: Unreal cinematic shot						Exam Assignment					
Year 3																
Graduation Work (Sem2)	MS1: Top 3 Research Topics (2h)			Reflection Report 1 (5h)		MS2: Learning Log - Literature Study (50h)			MS3: Learning Log - Research Questions(s)	Reflection Report 2 (5h)				MS4: Paper/Article - Literatur Study (30h)	Reflection Report 3 (5h)	Final Graduation Work Presentation (230h)
Internship																Presentation

Legend:

- Deadline (Expected Time Spent)
- Milestone