



Creative Media And Game Technologies in Groningen



Hanzhogeschool
Groningen
University of Applied Sciences



Making Games to Develop the Future.

Games are everywhere in our lives and are becoming increasingly important to all of us. In the Creative Media and Game Technologies programme (CMGT), students work with cutting edge technologies to learn how to help build the future by making games and using tech to both create new worlds and improve our own.

Our Focus.

At CMGT Groningen, we encourage students to explore and experiment with new technologies — to play with them, and to discover new uses, new methods and new possibilities. We see games as a means for exploring the potential of new tech and thereby helping to create the future.



Our Education.

To create the future through games and to use games as a tool to create new technologies, the student will need to possess a wide range of skills. In CMGT, they will learn to conceptualize and implement innovative solutions when realizing creative media. They will work on defining and promoting game concepts and learn to understand game production processes ranging from the principles of game art all the way to developing the code for gameplay. While working as a team, they will learn how to turn a game concept into a final product, how to involve the end user — both current and future — in the development cycle, and how to think through the possibilities opened up by the games they create. Finally, the CMGT student learns through games how to create new technologies, and will use these technologies as a fulcrum to change the world for the better — more sustainable, more equitable, and more future-proof.

Our Facilities.

From making board games to developing new equipment to play games with, the Hanze provides multiple facilities ranging from the Virtual Reality Lab (SpaceLab) to a fully featured workshop and tools facility called the Makerspace.

With the help of Makerspace, the student has complete access to a variety of wood-working tools, cameras, green screens, laser cutters, arduinos and Raspberry Pi's to develop prototypes in a fast, easy manner.

In addition, SpaceLab gives students a place to experiment with Virtual Reality. The lab is equipped with VR equipment such as Oculus and Vives, and VR ready computers are available to make development of XR technologies even easier.

Contact.

Hanze University is located in Groningen, the Netherlands. For more information, please visit our website.