SEMESTER 1	SEMESTER 2	SEMESTER 3
MA Project Prep (10 ECTS)	MA Project Dev (10 ECTS)	MA Thesis (25 ECTS)
Core Elective 1.1: Game Arts (5 ECTS)	Core Elective 2.1: Game Arts (5 ECTS)	
Core Elective 1.2: Game Design (5 ECTS)	Core Elective 2.2: Game Design (5 ECTS)	
Core Elective 1.3: Game Program- ming (5 ECTS)	Core Elective 2.3: Game Program- ming (5 ECTS)	
Advanced Media & Game Studies 1 (5 ECTS)	Advanced Media & Game Studies 2 (5 ECTS)	
Reflection & Community 1 (5 ECTS)	Reflection & Community 2 (5 ECTS)	Reflection & Community 3 (5 ECTS)
30 ECTS	30 ECTS	30 ECTS