

SEMESTER 1

SEMESTER 2

SEMESTER 3

SEMESTER 4

SEMESTER 5

SEMESTER 6

SEMESTER 7

Game Development Basics 1 (10 ECTS)

Game Arts
Game Design
Game Programming

Game Development Basics 2 (10 ECTS)

Game Arts
Game Design
Game Programming

Core Elective 1:
Game Arts
(10 ECTS)

Core Elective 1:
Game Design
(10 ECTS)

Core Elective 1:
Game Programming
(10 ECTS)

Core Elective 2:
Game Arts
(10 ECTS)

Core Elective 2:
Game Design
(10 ECTS)

Core Elective 2:
Game Programming
(10 ECTS)

Internship
(25 ECTS)

or

Exchange Semester
(25 ECTS)

or

Self-Initiated Project
(25 ECTS)

Core Elective 3:
Game Arts
(10 ECTS)

Core Elective 3:
Game Design
(10 ECTS)

Core Elective 3:
Game Programming
(10 ECTS)

Core Elective 4:
Game Arts
(6 ECTS)

Core Elective 4:
Game Design
(6 ECTS)

Core Elective 4:
Game Programming
(6 ECTS)

Basic Media & Game Studies 1
(5 ECTS)

Basic Media & Game Studies 2
(5 ECTS)

Basic Media & Game Studies 3
(5 ECTS)

Intermediate Media & Game Studies 1
(5 ECTS)

Intermediate Media & Game Studies 2
(7 ECTS)

Collaborative Project 1
(10 ECTS)

Collaborative Project 2
(10 ECTS)

Collaborative Project 3
(10 ECTS)

Collaborative Project 4
(10 ECTS)

Collaborative Project 5
(10 ECTS)

Bachelor's Project
(12 ECTS)

Colloquium / Presentation
(5 ECTS)

Reflection & Community 1
(5 ECTS)

Reflection & Community 2
(5 ECTS)

Reflection & Community 3
(5 ECTS)

Reflection & Community 4
(5 ECTS)

Reflection & Community 5
(5 ECTS)

Reflection & Community 6
(5 ECTS)

Reflection & Community 7
(5 ECTS)

30 ECTS

30 ECTS

30 ECTS

30 ECTS

30 ECTS

30 ECTS

30 ECTS