

Animation and Game Bachelor of Arts

| 1. Semester | | 2. Semester | | 3. Semester | | 4. Semester | 5. Semester | | 6. Semester | 7. Semester | 8.-10. Semester |
|---|---|---|---|--|--|--|---|--|---|--|--|
| T: Game Programming 1, 5 CP | AD: Art, Animation and Creative Technologies 1, 10 CP | T: Game Programming 2, 5 CP | AD: Art, Animation and Creative Technologies 2, 10 CP | T: Network Programming, 5 CP | AD: Art, Animation and Creative Technologies 3, 5 CP | T + AD: Industrial Placement or Study Abroad Semester, 30 CP | T: AI and Behavior Programming, 5 CP | AD: Art, Animation and Creative Technologies 5, 5 CP | T + AD: Elective, 5 CP | T + AD: Animation and Game Bachelor Thesis, 15 CP | Building on the Bachelor's degree, the following Master's degree programs are offered: Animation and Game Master of Arts Consecutive Master's program, specializations: „Creative Direction“ and „Technical Direction“, 3 or 4 semesters Expanded Media Master of Arts Consecutive Master's program, 3 semesters |
| T: Algorithms and Data Structures for Games, 5 CP | | T: Graphics Programming, 5 CP | | T + AD: Technical Art Elective, 5CP | | | T + AD: Elective, 5 CP | | T + AD: Research and Development Methods, 10 CP | | |
| T + AD: Design Theory 1, 2,5 CP | | T + AD: Design Theory 2, 2,5 CP | | T + AD: Introduction to Research and Development, 2,5 CP | | | T + AD: Animation and Game Project 5, 20 CP | | T + AD: Animation and Game Project 6, 15 CP | T + AD: Animation and Game Research Project, 15 CP | |
| T + AD: Producing and Production Management 1, 2,5 CP | | T + AD: Producing and Production Management 2, 2,5 CP | | T + AD: Producing and Production Management 3, 2,5 CP | | | | | | | |
| T + AD: Technical Art 1, 5 CP | | T + AD: Technical Art 2, 5 CP | | T + AD: Animation and Game Project 3, 15 CP | | | | | | | |
| T + AD: Basic Technologies, 5 CP | | T + AD: Sprint Project 1, 5 CP | | | | | | | | | |
| T + AD: Game Design, 5 CP | | T + AD: Sprint Project 2, 5 CP | | | | | | | | | |

T = Technology Specialization | AD = Art & Design Specialization CP: The sizes of the modules correspond to an average study and learn effort. For successfully completed modules, credit points are awarded – as a general rule 60 CP per year. Colour caption: ■ Mandatory Modules ■ Final thesis ■ Industrial placement ■ Electives ■ General qualification