

Bachelor Animation & Game				Bachelor of Arts			Master			
1. Semester	2. Semester	3. Semester	4. Semester	5. Semester	6. Semester	7. Semester	8. Semester	9. Semester	10. Semester	
A&G Design 1 (AGD1) Basics of Design and Art for Animations and Games	A&G Project 2 Animation & Game Project	A&G Project 3 Animation & Game Project	Industrial Placement 18 weeks	A&G Project 5 Animation & Game Project	A&G Project 6 Animation & Game Project	A&G Project 7 (Research Project)	Building on the bachelor's degree, the following master's degree programmes are offered:			
Technical Art 1 (TA) Basics of Technical Art for Animations and Games								<ul style="list-style-type: none"> • Animation and Game Direction - Master of Arts Consecutive master's degree programme, 3 or 4 semesters • Expanded Media - Master of Arts Consecutive master's degree programme, 3 semesters 		
Game Development 1 (GDEV) Game Developm. Basics	Specialization Module* <ul style="list-style-type: none"> • A&G Design 2 • Technical Art 2 • Game Dev 2 	A&G Methodology 3 <ul style="list-style-type: none"> • Prod. Managem 3 • Legal & Ethical Issues/Media Law 						Bachelor's and master's degrees are taught mainly in English.		
A&G Methodology 1 <ul style="list-style-type: none"> • (A&G METH) • A&G Studies 1 • Prod. Managem 1 • Legal & Ethical Issues 1 (Diversity) 	Specialization Module* <ul style="list-style-type: none"> • A&G Design 2 • Technical Art 2 • Game Dev 2 	A&G Elective AGD, TA, GDEV, METH, R&D			A&G Elective AGD, TA, GDEV, METH, R&D	A&G Methodology 6 Prod. Managem.6 (Production Development & Innovation)	A&G Bachelor Project and Colloquium	<p>The interdisciplinary Animation & Game course equips students with an understanding of the following compulsory technical strands: AGD = Animation & Game Design TA = Technical Art for Animations and Games GDEV = Game Development AGMETH = Animation & Game Methodology</p> <p>*In the second semester, two of the three compulsory subjects AGD, TA and GDEV must be taken as specialist modules; the third subject is studied in less depth within A&G Methodology 2 as 'AGD/TA/GDEV for Producers'.</p> <p>From the third semester onwards, AGD, TA and GDEV are taught as part of project work (A&G Project).</p> <p>The field of methodology encompasses the following subject areas: AGSTUD = Animation & Game Studies PRODMM = Producing and Production Management LEG&ETH = Legal and Ethical Issues in Animations and Games</p> <p>Students are basically free to choose which electives (A&G Elective) they wish to study from the third semester onwards; however, they may not take more than two courses from the area of Research and Development (R&D) throughout their period of study.</p>		
	A&G Methodology 2 <ul style="list-style-type: none"> • A&G Studies 1 • Prod. MM 2* • (AGD/TA/GDEV for Producers) 	A&G Elective AGD, TA, GDEV, METH, R&D		A&G Elective AGD, TA, GDEV, METH, R&D	A&G Elective AGD, TA, GDEV, METH, R&D					

CP: The size of module blocks corresponds to the average workload and amount of teaching content. Credit points (CP) are awarded for every module passed – generally 60 CP per year.

Colour code: ■■■ Standard modules ■ Final dissertation ■ Practical phase ■ Compulsory elective, specialisations ■ Interdisciplinary qualifications