

| 1 <sup>st</sup> Semester           |     |   | 2 <sup>nd</sup> Semester                             |     |   | 3 <sup>rd</sup> Semester            |     |   | 4 <sup>th</sup> Semester    |     |   | 5 <sup>th</sup> Semester               |     |  | 6 <sup>th</sup> Semester |     |                         |    |                                 |
|------------------------------------|-----|---|--|-----|---|-------------------------------------|-----|---|-----------------------------|-----|---|--|-----|--|--------------------------|-----|-------------------------|----|---------------------------------|
| ECTS                               | HWS |   | ECTS   | HWS |   | ECTS                                | HWS |   | ECTS                        | HWS |   | ECTS                                   | HWS |  | ECTS                     | HWS |                         |    |                                 |
| Theory 1                           |     |   | Theory 2   |     |   | Theory 3                            |     |   | Theory 4                    |     |   | Semester Abroad or Internship Semester |     |  | Curatorial Practice      |     |                         |    |                                 |
| Art, Design and Cultural Studies   | 5   | 3 | Theories and Discourses in Media and Cultural Theory | 5   | 3 | Discourses of Aesthetics and Ethics | 5   | 3 | BA Proposal                 | 5   | 3 |  |     |  | Presentation Methods     | 5   | 3                       |    |                                 |
| General Foundations                |     |   | Studium Generale <sup>**a)</sup>                     |     |   | Project 3 <sup>2*</sup>             |     |   | Project 5 <sup>2*</sup>     |     |   | 30                                     |     |  | BA Project               |     |                         |    |                                 |
| General Design Foundations         | 5   | 3 | Essentials   | 5   | 3 | Games as Research                   | 10  | 6 | Games as Cultural Technique | 10  | 6 |  |     |  | BA Thesis                | 25  |                         |    |                                 |
| Program Foundations 1              |     |   | Program Foundations 2                                |     |   |                                     |     |   |                             |     |   |  |     |  |                          |     | Project 4 <sup>2*</sup> |    |                                 |
| Code & Algorithm                   | 5   | 3 | Art for Games  | 5   | 3 | Games as Narrative                  | 10  | 6 | Games as Expression         | 10  | 6 |  |     |  |                          |     | BA Visualization        | 25 |                                 |
| Foundation Project 1               |     |   | Foundation Project 2                                 |     |   |                                     |     |   |                             |     |   |  |     |  |                          |     |                         |    | Project 4 <sup>2*</sup>         |
| Game & Play                        | 10  | 6 | Game Development                                     | 10  | 6 | Games as Narrative                  | 10  | 6 | Games as Expression         | 10  | 6 |  |     |  |                          |     |                         |    | BA Documentation / Presentation |
| Tools & Technologies 1             |     |   | Tools & Technologies 2                               |     |   |                                     |     |   |                             |     |   | Tools & Technologies 3                 |     |  |                          |     |                         |    |                                 |
| Technological Design Methodologies | 5   | 3 | Digital and Analogue Workflow                        | 5   | 3 | Digital and Analogue Techniques     | 5   | 3 | Start-up                    | 5   | 3 |  |     |  |                          |     |                         |    |                                 |
|                                    | 30  |   |  | 30  |   |                                     | 30  |   |                             | 30  |   |  | 30  |  |                          | 30  |                         |    |                                 |
| <b>180 ECTS</b>                    |     |   |  |     |   |                                     |     |   |                             |     |   |  |     |  |                          |     |                         |    |                                 |

1 Subject to change.

2 At least 2 of Projects 3 to 6 must be selected from this study programme.

\* Selectable from all BA programmes from Art & Design.

AQ Additional qualifications to your own study programme is possible through the following combination:  
Studium Generale a secondary study programme + 2 selections from Projects 3 to 6 from the same secondary study programme.

|  |  |   |
|--|--|---|
|  |  | Theory and Fundamentals / mandatory courses     |
|  |  | Projects, tools and technologies / Main subject |

List of abbreviations

HWS: Hours per week (1 hour = 45 min.)

ECTS: European Credit Transfer System