

## 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	
<b>A&amp;G Design 1</b> (AGD1) Basics of Design and Art for Animations and Games	<b>A&amp;G Project 2</b> Animation & Game Project	<b>A&amp;G Project 3</b> Animation & Game Project	<b>Industrial Placement</b> 18 weeks	<b>A&amp;G Project 5</b> Animation & Game Project	<b>A&amp;G Project 6</b> Animation & Game Project	<b>A&amp;G Project 7</b> (Research Project)	Building on the bachelor's qualification, students can go on to study for the following master's degree: <b>Leadership in the Creative Industries - Master of Arts</b> Consecutive master's course, three semesters Bachelor's and master's degrees are taught mainly in English.  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  *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'.			
<b>Technical Art 1</b> (TA) Basics of Technical Art for Animations and Games										
<b>Game Development 1</b> (GDEV) Game Developm. Basics	<b>Specialization Module*</b> <ul style="list-style-type: none"> <li>A&amp;G Design 2</li> <li>Technical Art 2</li> <li>Game Dev 2</li> </ul>	<b>A&amp;G Methodology 3</b> <ul style="list-style-type: none"> <li>Prod. Managem 3</li> <li>Legal &amp; Ethical Issues/Media Law</li> </ul>					<b>A&amp;G Bachelor Project and Colloquium</b>	From the third semester onwards, AGD, TA and GDEV are taught as part of project work (A&G Project).  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		
<b>A&amp;G Methodology 1</b> <ul style="list-style-type: none"> <li>(A&amp;G METH)</li> <li>A&amp;G Studies 1</li> <li>Prod. Managem 1</li> <li>Legal &amp; Ethical Issues 1 (Diversity)</li> </ul>	<b>Specialization Module*</b> <ul style="list-style-type: none"> <li>A&amp;G Design 2</li> <li>Technical Art 2</li> <li>Game Dev 2</li> </ul>	<b>A&amp;G Elective</b> AGD, TA, GDEV, METH, R&D			<b>A&amp;G Elective</b> AGD, TA, GDEV, METH, R&D	<b>A&amp;G Methodology 6</b> Prod.Managem.6 (Production Development & Innovation)		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.		
	<b>A&amp;G Methodology 2</b> <ul style="list-style-type: none"> <li>A&amp;G Studies 1</li> <li>Prod. MM 2*</li> <li>(AGD/TA/GDEV for Producers)</li> </ul>	<b>A&amp;G Elective</b> AGD, TA, GDEV, METH, R&D		<b>A&amp;G Elective</b> AGD, TA, GDEV, METH, R&D	<b>A&amp;G Elective</b> 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