Animation and Game M.A. (4-semester program version*)

Admission requirements	1st Semester		2nd Semester		3rd Semester	4th Semester
Applying requires a Bachelor´s degree (or equivalent) in a related subject and English language proficiency at B2 level according to the Common European Framework of Reference for Languages (CEFR). The curriculum of the Master´s program is intended for full-time study. There are 2-, 3- and 4-semester program versions. Applicants with an 8-semester (240 ECTS) Bachelor´s degree or diploma are qualified for the 2-semester progam version. A degree with 210 CP or a diploma is required for the 3-semester version. Applicants who obtained a 6-semester Bachelor´s degree (180 ECTS) must apply for the 4-semester version. It includes an internship semester or alternatively a study abroad semester.	**TD:** Technical Research 1, 15 CP	**CD:** Creative Research 1, 15 CP	**TD:** Technical Research 2, 15 CP	**CD:** Creative Research 2, 15 CP	**TD + CD:** Industrial Placement or Study Semester Abroad, 30 CP	**TD + CD:** Master Thesis, 30 CP
	Direction and Producing 1, 5 CP		Direction and Producing 2, 10 CP			
	Elective 1.1, 5 CP					
	Elective 1.2, 5 CP		Creative Entrepreneurship, 5 CP			

Master of Arts

Module Plan :
TD = Technical Direction Specialization
CD = Creative Direction Specialization

* In the 3-semester program version, the Industrial Placement / Study Abroad Semester is omitted.
In the 2-semester program version, the first semester and the Industrial Placement / Study Abroad Semester are omitted.

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

Animation and Game

Master of Arts