	Animation and Game B.A.										Bachelor of Arts Master of Arts		
	1. Semester		: 2. Semester		3. Semester		4. Semester	5. Semester		: 6. Semester	7. Semester :810. 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,	T: Al 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	
	T: Algorithms and Data Structures for Games, 5 CP		T: Graphics Programming, 5 CP		T + AD: Technical Art Elective, 5CP		30 CP	T + AD: Elective, 5 CP		T + AD: Research and Development Methods, 10 CP		offered: Animation and Game Master of Arts Consecutive	
	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				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 + 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: Animation and Game Project 6, 15 CP	T + AD: Animation and Game Research Project, 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										

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