

Master Game Studies and Engineering

Summer Term 2021

Recommended course of studies (full time)

First academic year (30 ECTS per semester)

	Subject	ECTS	Course number + name	Course type
Semester 1	Supplementary Subjects 1.2 (for students of technical disciplines)	8	180.800 Introduction to Media and Communication	VO
			552.266 Literary Terminology and the Practice of Interpretation	VO
	Compulsory Subjects	16	780.211 Game Engineering	VO
			780.212 Practical Game Engineering	KU
			780.221 Game Studies	VO
			780.222 Practical Game Criticism	KU
			780.224 Issues in Game Studies	VC
	Restricted Electives	4	See Curriculum §9	
	Free Electives	2	See Curriculum §10	
	Sum	30		

	Subject	ECTS	Course number + name	Course type
Semester 2	Compulsory Subjects	20	780.213 Selected Topics in Game Engineering	VC
			780.214 Introduction to Computer Graphics	VC
			780.225 Selected Topics in Game Studies	VC
			780.223 Representation and Configuration in Games	SE
	Restricted Electives	8	See Curriculum §9	
	Free Electives	2	See Curriculum §10	
	Sum	30		

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Curriculum - UL 066 992

Overview

Subject	Subject label	ECTS	Recommended semester
Required subjects	Supplementary Subjects 1.2	8	1
	Game Engineering 2.1	18	1 - 3
	Game Studies 2.2	22	1 - 3
	Research or Industry Internship 3	12	3
	Master's Thesis 6	28	4
Elective subjects	For specialization		
	Restricted Electives Game Engineering 4.1	24 (Minimum of 8 each)	1 - 3
	Restricted Electives Game Studies 4.2		
	Free Electives 5	8	1 - 4
Sum		120	

All courses offered by our department (course number starting with 780) will be held fully online in Winter 2020.

The courses will be held as asynchronously as possible in order to allow you to join in, irrelevant of your current location or time zone. Please pay attention to your lecturer's guidelines and e-mail them if you have questions.

All Game Studies and Engineering students are automatically enrolled in a Moodle forum. The forum hosts various important files, guides, newsletters, and provides opportunities to exchange with lecturers and fellow students.

The curriculum can also be found at: <https://www.aau.at/studien/master-game-studies-and-engineering/>.

For enrollment: Please go to campus.aau.at and login with your username and password. Then, click on "LV Anmeldung" to enroll.

Attention: Be aware of your supplementary subjects! Depending on your Bachelor's degree, you must enroll for different supplementary subjects. Make sure that you have the right info-sheet (there is one for humanities and one for technical sciences). When in doubt, reach out to your programme director.

Your programme director is Felix Schniz. You can reach him at any time via e-mail at felix.schniz@aau.at.

