

Curriculum

for the Master's degree programme

Game Studies and Engineering

Number UL 066 992

Entry into Effect: 1 October 2017

1st Amendment: Newsletter 5 June 2019, 18th issue, No. 110.4 valid as of 1 October 2019

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Curriculum for the Master's degree programme

Game Studies and Engineering

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Section 1: General

The interdisciplinary Master's degree programme Game Studies and Engineering is run jointly by the Faculty of Humanities and the Faculty of Technical Sciences.

- (1) The Master's degree programme Game Studies and Engineering is equivalent to 120 ECTS credits. This equates to an anticipated study duration of four semesters. The Master's degree programme Game Studies and Engineering is assigned to the group of interdisciplinary degree programmes pursuant to Section 54, Para. 1 of the *Universitätsgesetz 2002* (Universities Act, hereinafter: *UG*).
- (2) The workload for the individual course units is indicated in ECTS credits, whereby the workload for one year should amount to 1500 hours, for which 60 ECTS credits are awarded. The workload comprises independent study as well as the semester hours/contact hours (Section 51, Para. 2, Line 26 of the *UG 2002*), including participation in assessment procedures.
- (3) The Master's degree programme Game Studies and Engineering is offered exclusively in English.

Section 2: Competency Profile

The Master's degree programme Game Studies and Engineering aims to disseminate scientific knowledge on the foundation of research-led teaching.

The focus of the programme of study is on the interdisciplinary location of games at the intersection of technology, economics, culture and society. In particular, teaching focuses on the understanding of the design process as the interplay between various competences in a collective and iterative system, the reception of games in an intermedial context, as well as the narrative structures and aesthetic dimensions of videogames and their historical development. Furthermore, consideration is given to the ethical aspects of the medium and its use in relation to available representational regimes requiring reflection, the design and experience of games as technical, cultural, medial and performative practices and their social relevance. The fundamental objective is to disseminate theoretical foundations, as well as the practical applications of these foundations. Pursuant to the *UG 2002*, the Master's degree programme Game Studies and Engineering should enable graduates to contribute responsibly towards solving contemporary problems, as well as the beneficial development of society and the natural environment (§ 1 of the *UG*).

Within the framework of the Master's degree programme Game Studies and Engineering, students are prepared for work both on and with videogames. Areas of activity that can be directly derived from it include:

- Community management and communication
- Developing in the fields of programming, audio-, video-, and graphics-production

- Game design: Design of game processes and game mechanics
- Non-linear story design
- Product management and games production
- Project management and team leadership for the development and production of interactive and multimedia content
- Quality management for interactive and multimedia content
- Usability, user studies in the context of interactive and multimedia content and playtesting
- Scientific research into games and their impact on culture and society

In addition to the core area of games development and publishing, related fields contain aspects that are geared towards videogames. Paradigms from the world of videogames are increasingly used, above all in the field of interactive media, for example in the WWW or apps. As such, graduates of the degree programme may also find employment in the following fields:

- Interactive mobile apps
- Interactive websites
- Advertising
- Film and multimedia production
- Gamification of processes and software
- Edutainment, educational games & e-learning

Core competence relates to a sound knowledge of how the interdisciplinary location of the subject can contribute to a wider understanding of games at the intersection of technology, economics, culture and society. The defined objective is the development of a wide range of theoretical, methodological and practical competences which can be used to locate and critically reflect on the design and experience of games in the context of rapidly changing, globalised media worlds.

Methodological competences include familiarity with the techniques of intellectual work, for example information gathering, -preparation, and -dissemination; adoption of the necessary terminologies in each case; knowledge of the principles of theory formation; the ability to think analytically, to consider alternatives and to synthetically create complex connections, to carry out independent research, to argue in subject-specific terms, and to creatively apply acquired knowledge and transfer it to new fields of activity. Specialist skills in IT and in the areas of application comprise: Theoretical knowledge about core computer sciences, the ability to apply this knowledge in practice to the student's own work and the ability to carry out independent academic work within the framework of the Master's thesis, as well as a fundamental understanding of the production and publication process of interactive and multimedia content with a focus on (video)games.

Cultural competences comprise: The ability to handle (video)games, films, literary and other texts in a differentiated, problem-conscious and independent way, as well as cultural artefacts in general; the competence to situate, analyse, and critique the aforementioned within the framework of cultural theories and explanatory models.

Intercultural competences include: The knowledge of subject-relevant cultural contexts; the ability to engage with current cultural, social, and political problems in a critical and factually well-founded way, as well as the willingness to deal with different cultural experiences and attitudes in a problem-conscious manner. They also include (i) humanitarian competences, i.e. awareness of the responsibility towards human society, above all respecting human rights and fundamental freedoms, and the equal treatment of women and men; (ii) social competences, arising from experience with work methods such as teamwork, project work, work groups or simulations, and (iii) gender mainstreaming, productive engagement with issues of Gender Studies, such as familiarity with requirements, intentions, concepts, and methods of women and gender studies as critical sciences.

Furthermore, the curriculum promotes Global Citizenship Education in the sense of values and competences of modern education to address current and future global challenges by means of democratic participation in and active contribution to society on a local and global level. Global Citizens recognise economic, political, social, cultural, technological, and environmental connections, scrutinise economic and political asymmetries critically in a historical perspective, and work against social injustice, non-compliance with human rights, as well as gender discrimination, racism, destruction of ecosystems, and the exploitation of non-human life.

Section 3 Admission requirements

- (1) Admission to the Master's degree programme is conditional on the successful completion of a relevant Bachelor's degree programme, University of Applied Sciences Bachelor's degree programme, or other equivalent programme at a recognised domestic or foreign post-secondary educational institution (Section 64, Para. 5 UG). Relevant programmes at Alpen-Adria-Universität Klagenfurt without additional admission requirements are the Bachelor's degree programmes Applied Informatics, Applied Cultural Studies, English and American Studies, Information Management, Information Technology, and Media and Communication Studies.
- (2) Students who have completed a Bachelor's degree programme in the humanities, social-, or media sciences, a Bachelor's degree programme in the field of computer sciences, information technology, information management, English studies, or media communication, or an equivalent degree programme at a domestic or foreign university, university of applied science or other recognised post-secondary educational institution, are admitted to the Master's degree programme if they provide evidence of at least 8 ECTS credits from one of the supplementary subjects (Supplementary Subject 1.1 Engineering Skills or Supplementary Subject 1.2 Cultural and Media Skills).

- (3) As the Master’s degree programme Game Studies and Engineering is exclusively offered in the English language (Section 16), evidence of English language ability (C1 level of the European Framework of Reference for Languages) is a qualitative is required. The President (*Rektor*) can regulate admission by means of an admission procedure pursuant to § 63a (8) *UG*.

Section 4: Degree

- (1) Graduates of the Master’s degree programme Game Studies and Engineering are awarded either the degree “Master of Arts” (abbreviated: “MA”) or “Master of Science” (abbreviated: “MSc”). After the title is awarded, it must be placed following the name.
- (2) The degree “Master of Arts” is awarded to graduates if the Master’s thesis is assigned to the compulsory subject 2.2 Game Studies. The degree “Master of Science” is awarded to graduates if the Master’s thesis covers the compulsory subject 2.1 Game Engineering.

Section 5: Structure and Organisation of the Degree Programme

Within the framework of the Master’s degree programme Game Studies and Engineering the compulsory subjects (see Section 8), the field work (10 ECTS) including reflection (2 ECTS), restricted electives worth 24 ECTS credits, and free electives worth 8 ECTS credits are to be completed. In addition, a Master’s thesis (26 ECTS) must be written and the associated exclusive tutorial (*Privatissimum*, 2 ECTS) worth credits must be completed.

Subject	Subject Reference	Intended Learning Outcomes	ECTS credits
<i>Compulsory Subjects</i>	1.1 Supplementary Subject Engineering Skills	Students are able to describe the major areas of application of media technology and web technologies and to implement appropriate methods for their use. They understand the principles of programming and are able to design simple computer programmes	8
	1.2 Supplementary Subject Cultural and Media Skills	Students are able to identify key concepts of media and cultural analysis and develop fundamental knowledge in the fields of media, communication, and culture.	
	1.3 Supplementary Subject Individual Specialisation	Students consolidate their basic knowledge in the supplementary subjects 1.1 and 1.2	

	2.1 Game Engineering	Students are able to apply the basic of computer game graphics and programming. They are able to structure and differentiate between methods, processes, and roles in videogame development. They learn to evaluate software and interfaces in videogames and to discuss these qualitatively. They are able to design, organise, and maintain software projects relating to videogames.	18
	2.2 Game Studies	Students are able to reproduce and apply fundamental definitions of Game Studies. They are able to identify theoretical structures and approaches and develop basic knowledge in the field of videogame culture and its influence on society, which encompasses a fundamental understanding of mechanics, narratives, aesthetics, and ethics in videogames. Students are able to analyse videogames critically and qualitatively.	22
<i>Practice</i>	3 Game Production	Students learn to design and implement digital games independently, applying the competences acquired in 2.1 and 2.2	12
<i>Restricted Electives</i>	4.1 Restricted Elective Game Engineering	Students are able to research, discuss, and present state-of-the-art technology in a subsection of the subject. They are able to select and apply suitable methods and technologies for subsections of computer games. Based on their own interests, students consolidate their knowledge regarding subsections of Game Engineering & Production.	
	4.2 Restricted Elective Game Studies	Students learn to question and analyse perspectives in the field of media and culture from a social sciences point of view. They are able to diagnose and critically engage challenges, bringing together the acquired theoretical and practical knowledge relating to the use of media cultures.	
<i>Free Electives</i>	5 Free Electives	Students develop their skills in accordance with their own interests	8
<i>Master's Thesis</i>	6. Master's Thesis and exclusive Tutorial (<i>Privatissimum</i>)		28
Total:			120

Section 6: Student Exchange/Mobility

All students of the Master's degree programme Game Studies and Engineering are highly recommended to spend part of their degree programme (at least one semester) abroad; for this purpose, European mobility programmes, Fulbright Programs and exchange

programmes with other universities can be utilised. Reference is made to the possibility of “pre-notification” pursuant to § 78 (5) *UG*. The third semester is recommended as a mobility window.

Furthermore, all students are advised to participate in any excursions that take place as a part of free electives.

Section 7: Types of courses

- (1) Lectures (*Vorlesung/VO*) are courses where knowledge is transferred by means of talks given by instructors. Assessment takes place in a one-off (written and/or oral) examination.
- (2) In courses with continuous assessment, the assessment does not take place in a one-off examination, but on the basis of written and/or oral contributions by participants during the course. Should a written thesis paper or a project of comparable workload be demanded to conclude a course with continuous assessment, it may be handed in until June 30th of the following semester for courses that took place during the Winter semester, or until January 31st of the following year for courses that took place during the summer semester.
- (3) Courses with continuous assessment comprise:
 - a) Lecture with course (*Vorlesung mit Kurs/VC*): This course consists of a lecture and course component which share content and are assessed together.
 - b) Course (*Kurs/K*): Courses help students acquire and build upon practical competencies and give them the opportunity to work together with tutors to resolve specific questions.
 - c) Proseminar (*Proseminar/PS*): Proseminars are precursors to seminars and help students develop or enhance skills in academic discourse; key problems within a particular subject are explored through presentations, discussions, and analytical work. In most cases, a written paper must be completed within the framework of a proseminar.
 - d) Seminar (*Seminar/SE*): Seminars are research and theory-oriented courses aimed at advanced students which encourage discussion of and reflection upon specific research problems. Generally, a written paper must be completed within the framework of a seminar.
 - e) Exclusive tutorial (*Privatissimum/PV*): An exclusive tutorial is a special research seminar which prepares students for a Master’s thesis or accompanies its writing.

Section 8: Compulsory Subjects

- (1) Compulsory subjects are subjects integral to the degree programme, for which examinations must be taken. The compulsory subjects for the Master's degree programme Game Studies and Engineering as defined in Section 5 (1) comprise the supplementary subjects, Game Engineering and Game Studies.
- (2) Students from the various Bachelor's degree programmes (Section 3) are given an introduction to the Master's degree programme Game Studies and Engineering by means of the supplementary subjects worth 8 ECTS credits. Students must, depending on the degree programme they have completed, choose the supplementary subject whose courses are not equivalent to those of their Bachelor's degree programme.
- (3) Students who have completed a technical Bachelor's degree programme as well as one in the humanities, social sciences, or media studies, are obliged to complete courses worth 8 ECTS credits at their own proposal within the scope of the supplementary subject 1.3 Individual Specialisation. In particular, students are advised to utilise English course options in the field of women and gender studies.
- (4) General rules concerning supplementary subjects for graduates of the Bachelor's programmes as listed in Section 3 (1) are outlined in the following table:

Degree programme / subject	1.1 Supplementary Subject Engineering Skills	1.2 Supplementary Subject Cultural and Media Skills	1.3 Supplementary Subject Individual Specialisation.
Bachelor's in Media and Communication Sciences	X		
Bachelor's in English and American Studies	X		
Bachelor's in Applied Cultural Studies	X		
Bachelor's in Applied Informatics		X	
Bachelor's in Information Management		X	
Bachelor's in Information Technology		X	
Bachelor's in Humanities / Social Sciences as well as Technical Sciences			X

(5) Courses for the compulsory subjects are outlined in the following table:

	Course Title	Course Type	ECTS credits
1.1 Supplementary Subject Engineering Skills	Introduction to Media Informatics	VO	4
	Introduction to Multimedia Technology	VO	2
	Introduction to Multimedia Technology	KU	2
Total:			8
1.2 Supplementary Subject Humanities and Media Skills	Introduction to Media and Communication Theory	VO	4
	Literary Terminology and the Practice of Interpretation for Game Studies and Engineering	VO	4
Total:			8
1.3 Supplementary Subject Individual Specialisation	Selection according to Section 8 (3)		8
Total:			8
2.1 Game Engineering	Game Engineering	VO	4
	Practical Game Engineering	KU	2
	Selected Topics in Game Engineering	VC	4
	Introduction to Computer Graphics	VC	4
	Non-Entertainment Games	SE	4
Total:			18
2.2 Game Studies	Game Studies	VO	4
	Practical Game Criticism	KU	2
	Representation and Configuration in Games	SE	8
	Issues in Game Studies	VC	4
	Selected Topics in Game Studies	VC	4
Total:			22

Section 9: Restricted Electives

Restricted electives are subjects that students can select from the list of subjects specified in the curriculum. A total of 24 ECTS credits must be obtained from restricted electives. Additionally, a minimum of 8 ECTS credits must be obtained from each of the two restricted electives.

Restricted Elective 4.1 Technical Science Entails all courses listed in the following table as well as all restricted electives (Elective Subjects, § 9) of the Curriculum MA Informatics.

Restricted Elective 4.2 Technical Science Entails all courses listed in the following table as well as all restricted electives (§ 9) of the Curriculum MA Anglistik und Amerikanistik (English and American Studies).

	Course Title	Course Type	ECTS credits
4.1 Restricted Elective Game Engineering	Interactive Systems (HCC)	VC	4
	Human Centered Computing I	VC	4
	Human Centered Computing II	VC	4
	Selected Topics in Game Engineering focussing on Issues in Gender Studies (Alternative: A course from the Gender Studies Curriculum of equal ECTS and comparable intended learning outcome if they are offered in English)	SE	4
	Advanced Topics in Game Research and Engineering	SE	4
	Advanced Topics in Computer Graphics	VC	4
	<i>Additionally Available: All restricted electives (Elective Subjects, § 9) of the Curriculum MA Informatics.</i>		
4.2 Restricted Elective Game Studies	Introduction to Translation	VO	3
	Topics in Professional Translation	PS	3
	Topics in Literary Translation	PS	3
	Media Law	VK	4
	IT Law	VK	4
	<i>Additionally Available: All restricted electives (§ 9) of the Curriculum MA Anglistik und Amerikanistik (English and American Studies).</i>		

Section 10: Free Electives

- (1) Free electives are courses that can be freely chosen from a range of different options offered at recognised Austrian or international universities. Courses completed as a prerequisite to study or gain general or special eligibility for university admission are excluded from this. A total of 8 ECTS credits must be obtained from free electives.
- (2) Students are advised to complete courses in the field of women and gender studies within the scope of the free electives. In particular, students are advised to choose English course options in the field of women and gender studies.

Section 11: Courses with a Limited Number of Participants

- (1) For all courses with continuous assessment pursuant to Section 7 (2) the maximum number of participants is 30.
- (2) The programme director may increase the number to 35 if this is acceptable for didactic reasons and a parallel course cannot be offered.
- (3) If, despite this, the number of applications exceeds the number of available places for these courses, students are accepted according to the following procedure
 - a) Student's of the Master's degree programme Game Studies and Engineering are given priority
 - b) Students who have already been deferred ones are to be favoured.
 - c) Insofar as the number of applications still exceeds the established limit, in light of the criteria pursuant to Section 11 (3) lit. a-b, admission is determined by the number of ECTS credits the student in question has already obtained in the Master's degree programme Game Studies and Engineering. If it is still not possible to make a decision, the issue is resolved by drawing lots from the list of students in the tie.
- (4) In the event that not all places are taken by students of the Master's degree programme Game Studies and Engineering, remaining places can be given to students from other degree programmes. The director of studies (*Studienprogrammleiter*) is responsible for making decisions about these remaining places.

Section 12: Courses with Special Registration Requirements

In order to register for courses of the compulsory subjects 2.1 and 2.2 of the Master's degree programme Game Studies and Engineering, students must successfully complete courses worth at least 4 ECTS credits from the supplementary subjects defined in Section 8 (3), pursuant to (2).

Section 13: Master's Thesis

- (1) The Master's thesis is the academic paper that demonstrates the student's ability to achieve adequate standards of content and methodology when independently addressing scholarly topics. The topic of the Master's thesis should be chosen so that it is reasonable for a student to complete it within six months. The Master's thesis must be written in English (see Section 15). Students may jointly work on a topic, provided that the individual performance of students can be assessed.
- (2) The Master's thesis for the Master's degree programme Game Studies and Engineering must cover one of the two compulsory subjects (2.1 Game Engineering or 2.2 Game Design). It comprises a practical game design and game engineering project, resulting in a functioning game, and a written paper for documentation and scientific reflection as the theoretical/critical part of this project. The theoretical/critical component of the thesis must comprise at least 30,000 words in the main text.
- (3) The Master's thesis (project and written paper) is equivalent to 26 ECTS credits. In addition, an exclusive tutorial (*Privatissimum*) worth 2 ECTS credits must be completed.
- (4) Pursuant to the Constitution of the Alpen-Adria-Universität Klagenfurt, Part B: Study Regulations, Section 18 Para. 4 and 2a, the student must inform the office responsible for the regulation of studies (Studienrektorat) of topic and supervisor of the Master's thesis in writing before they start. The student is permitted to change supervisor until the Master's thesis is submitted. In justified individual cases (such as a topic with interdisciplinary focus), the student is permitted supervision by two authorised supervisors.
- (5) The completed Master's thesis is to be submitted to the Studienrektorat for assessment electronically. More specific provisions are to be established by the Studienrektorat considering technical developments. If demanded by the supervisor, a bound copy has to be handed in for her or him. The supervisor has two months from the date of submission to assess the thesis.

Section 14: Regulations Related to Internships and project work Experience

- (1) In order to develop practical research experiences and problem-solving skills, a research- or industry-based internship or project work experience (worth 10 ECTS, equalling 250 hours of work) credits must be completed in the subject Game Production.
- (2) In research- and industry-based internships, work is carried out on a predefined project under the supervision of a university tutor. Industry-based internships can be carried out in a company, public administrative body, non-profit organisation, or a

nun-university research institution for a minimum duration of two months. Research-based internships are carried out at a university.

- (3) As a part of the internship or project work, a written report to document content, results, and experiences of the project of at least 3000 words must be written. An evaluation of the project semester by the supervising university teacher takes place based on this report and a discussion.
- (4) Following the internship or project work, usually during the same or the following semester, students must hold a presentation based on their report as a part of the course “Privatissimum zur Praxis” (2 ECTS-AP). The evaluation of the presentation is resolved independently from the evaluation of the internship or project work experience.

Section 15: Examination Regulations

- (1) Lecture (VO) examinations usually take place at or after the end of the course and are - preferably in written form - conducted in one single assessment. They serve to evaluate the success of participation in the lecture and to prove a student’s mastery of the knowledge, methods, and skills covered in the lecture. The learning outcomes as defined in the qualification profile are, first and foremost, a benchmark for this.
- (2) Courses pursuant to Section 7 (2) feature continuous assessment. Attendance is mandatory. Moreover, students are expected to actively participate in discussions, processes of reflection, as well as to take part in mid-term or final examinations in oral or written form depending on the course’s subject. Term papers or assignments of comparable effort are to be handed in until the end of the semester following the conclusion of the course.
- (3) The Master’s programme Game Studies and Engineering is concluded with a Master’s examination, consisting of
 - a) examinations of all courses listed in Sections 8 and 9
 - b) successful completion of the free electives pursuant to Section 10
 - c) successful completion of the internship and its reflection pursuant to Section 14
 - d) approbation of the Master’s thesis
 - e) a concluding general oral exam, conducted by a committee
- (4) The concluding general oral exam is conducted by a committee consisting of three members. Its first part consists of a presentation and defence of the Master’s thesis, its second part consists of an examination of a topic area which must not be correlated to the compulsory subject pursuant to Section 13 (4) in which the Master’s thesis is credited.

- (5) Prerequisite for the registration to the concluding general oral exam is the completion of all parts of the Master's examination listed under (3) a.-d.
- (6) Examinations which have been taken in order to graduate from degree programmes that serve as prerequisites for admission cannot be re-used to achieve graduation in this Master's programme.

Section 16: Effective Validity

- (1) This curriculum enters effect on 1 October 2017 with its announcement in the newsletter of the Alpen-Adria-Universität Klagenfurt. It is valid for all students of the Master's programme Game Studies and Engineering, beginning in Winter semester 2017/18.
- (2) The amendment of the curriculum, made public in the Newsletter of the University of Klagenfurt of 5 June 2019, 18th issue, No. 110.4, are valid as of 1 October 2019. Since the proclaimed amendments are non-structural, all students of the master's programme are subordinated to the amended curriculum as it enters the state of effective validity.
- (3) Specific designations regarding the equivalence of assessments of the thus far valid curriculum are to be taken from APPENDIX 1.

APPENDIX 1: Equivalence Table

Restricted Elective 4.1 Game Engineering according to Section 9:

MA Game Studies and Engineering 17W	MA Informatics 19W
Heuristic Search (VC, 4 ECTS)	An equal amount of ECPS of the Specialisation Subject 3 Artificial Intelligence
Uncertain Knowledge: Reasoning and Learning (VC, 4 ECTS)	
Knowledge Representation and Reasoning for Games (VC, 4 ECTS)	
Simulation of Networked Systems (VC, 4 ECTS)	An equal amount of ECTS of the Specialisation Subject 6 Distributed Systems
VC Current Topics in SE: Software Evolution (VC, 4 ECTS)	An equal amount of ECTS of the Specialisation Subject 9 Multimedia Systems
Fundamental Topics I in Distributed Multimedia Systems (VC, 4 ECTS)	
Selected Topics in Distributed Multimedia Systems (VC, 4 ECTS)	

Restricted Elective Game Studies according to Section 9:

MA Game Studies and Engineering 17W	MA Anglistik und Amerikanistik 18W (English and American Studies)
Graduate Student Forum (AG, ECTS-AP)	Advanced Thesis Forum: Linguistics (AG, 8 ECTS) OR Advanced Thesis Forum: Literature and Culture Studies (AG, 8 ECTS)
Cutting Edge Research (KS, 4 ECTS)	Advanced Research Methodologies: Linguistics (KS, 4 ECTS) OR Advanced Research Methodologies: Literary and Cultural Theory (KS, 4 ECTS)
Thesis Writing (PK, 5 ECTS)	Introduction to Thesis Writing and Research Methodologies (PK, 6 ECTS)
Style and Rhetoric in Scholarship (PK, 5 ECTS)	Research Colloquium (KS, 4 ECTS)
Seminar in "Film, Literature and Culture Studies" focusing on issues in Gender Studies (SE, 8 ECTS)	Advanced Topics in Literature and Culture Studies: Focus Gender (SE, 8)

APPENDIX 2: Non-binding Recommended Route for Orientation and Planning Purposes

The following table recommends a distribution of ECTS credit workload across the Master's programme. Supplementary subjects are recommended for the first semester. The internship and its reflection is recommended for the third semester. The Master's thesis and *Privatissimum* is recommended for the fourth semester.

	1 st Semester	2 nd Semester	3 rd Semester	4 th Semester
Supplementary Subjects	8 ECTS credits			
Compulsory Subjects	16 ECTS credits	20 ECTS credits	4 ECTS credits	
Restricted Electives	4 ECTS credits	8 ECTS credits	12 ECTS credits	
Free Electives	2 ECTS credits	2 ECTS credits	2 ECTS credits	2 ECTS credits
Practice			12 ECTS credits	
Master's Thesis				28 ECTS credits

In detail, the following course of study is recommended:

Course Title	Course Type	ECTS	Semester
Game Engineering	VO	4	1
Practical Game Engineering	KU	2	1
Selected Topics in Game Engineering	VC	4	2
Introduction to Computer Graphics	VC	4	2
Non-Entertainment Games	SE	4	3
Game Studies	VO	4	1
Practical Game Criticism	KU	2	1
Issues in Game Studies	VC	4	1
Selected Topics in Game Studies	VC	4	2
Representation and Configuration in Games	SE	8	2