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# Curriculum

for the Master's degree programme

Game Studies and Engineering

Degree programme code 066 992

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# Curriculum for the Master's degree programme

## Game Studies and Engineering

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## Section 1: General Remarks

- (1) The Master's degree programme Game Studies and Engineering comprises 120 European Credit Transfer System credits (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* (Austrian Universities Act, hereinafter: UG).
- (2) The workload for the individual academic performance is indicated in ECTS credits, with the workload for one year ideally amounting to 1500 hours, for which 60 ECTS credits are awarded (Section 54, Para. 2 of the UG). The workload comprises independent study as well as semester hours/contact hours, and includes student participation in assessment procedures.
- (3) The Master's degree programme Game Studies and Engineering is conducted in English.

## Section 2: Qualification Profile and Competences

- (1) The qualification profile describes the academic and professional qualifications that students acquire by completing the degree programme.
- (2) The Master's degree programme Game Studies and Engineering aims to convey scientific knowledge based on 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 the context of the digital transformation. In particular, teaching centres on the understanding of the design- and implementation process as the interplay between various competences in a collective and iterative system, the reception of games in an inter- and transmedial context, as well as the narrative, dramatic and aesthetic dimensions of video games, their historical development and their technological classification. 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 convey theoretical foundations as well as their practical application. Pursuant to the UG, the Master's degree programme Game Studies and Engineering aims to enable graduates to contribute responsibly towards solving contemporary problems, as well as the beneficial development of society and the natural environment (Section 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 video games. Areas of activity that can be directly derived from this include:

- Community management and communication
- Development in the fields of programming, production of audio, video and graphics
- Game design in terms of designing game processes and game mechanics
- Non-linear story design
- Design of virtual experiences and experiential spaces
- 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 game development and publishing, related fields contain aspects that are strongly geared towards video games. Paradigms from the world of video games are increasingly used, above all in the field of interactive media, for example in the WWW or in so-called apps. Consequently, graduates of the degree programme are also qualified to work in the design, development and evaluation of:

- interactive mobile apps
- interactive websites
- production of advertising
- multimedia production
- gamification of processes and software
- edutainment, educational games, e-learning processes and services
- gaming for mental health, recreation and rehabilitation processes.

The core competence is grounded in 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 analytical and evaluation skills. These allow graduates 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 grasp complex connections, to carry out independent research, to reason in subject-specific terms, and to creatively apply acquired knowledge and transfer it to new fields of activity.

Specialist skills in computer science 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. Graduates

have a profound understanding of the production and implementation processes involved in interactive, digital and multimedia content, as well as the requirements placed on the same, with a focus on video games, and can discuss these critically, as well as analysing and evaluating their implementation.

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. Graduates have the skills to identify and critically evaluate the connections between video games and technology, economics, culture and society.

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. Graduates recognise interactions between current cultural, social and political problems and (video) games and are able to analyse these.

Inter- and transdisciplinary competences comprise: The compelling and critically-reflective consideration of core computer science knowledge in its active reciprocal influence with the symbolic and substantive dimension of cultural artefacts (in the form of video games, interactive and game-based media and multimedia content), the (self-)experience and enjoyment of virtual experiential spaces, as well as the exploration of the pragmatic and ideational dimensions of humans in the digital age.

In addition, there are (i) humanitarian competences, i.e. the awareness of the responsibility towards human society and future generations, 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 and diversity skills, the productive engagement with issues of gender studies as well as familiarity with requirements, intentions, concepts, and methods of women and gender studies as critical sciences, and (iv) a creative exploration of how games can support individual and collective decision-making processes with regard to sustainable development.

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 actively 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 a Master's degree programme is conditional upon the successful completion of a Bachelor's degree programme in a relevant subject or another relevant degree programme of at least the same higher education level completed at a recognised domestic or foreign post-secondary educational institution or a degree programme defined in the curriculum of the Master's degree programme (Section 64, Para. 3 of the UG).
- (2) The programmes at the University of Klagenfurt which qualify as relevant in any case and which do not have additional admission requirements are the Bachelor's degree programmes Applied Informatics, Applied Cultural Studies, English and American Studies, Informatics, Information Management, Information and Communications Engineering, Media and Communications, Psychology, Management Information Systems, and Robotics and Artificial Intelligence.
- (3) Students who have completed a Bachelor's degree in the humanities and cultural sciences, for instance in the field of English studies, a Bachelor's degree in the social sciences, for instance in the field of media communication, a technical Bachelor's degree, for instance in the field of computer science, information technology, management information systems or hold an equivalent degree of at least the same higher education level at a recognised domestic or foreign post-secondary educational institution, shall be admitted to the Master's degree programme if they can provide evidence of knowledge gained in the area of technical or media studies or in literature or cultural studies amounting to at least 8 ECTS credits.
- (4) In order to compensate for substantial differences in terms of the content of other relevant programmes of at least the same level of higher education at a recognised domestic or foreign post-secondary educational institution, supplementary examinations may be prescribed, which must be completed by the end of the second semester of the Master's programme. The Rectorate may determine which of these supplementary examinations are prerequisites for sitting the examinations stipulated in the curriculum of the Master's degree programme (Section 64, Para. 3 of the UG).
- (5) Persons whose first language is not English are required to demonstrate a knowledge of English at level C1 of the Common European Framework of Reference for Languages (CEFR).

### **Section 4: Academic 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"). If the academic title is used, 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 3 Game Studies. The degree “Master of Science” is awarded to graduates if the Master’s thesis is assigned to the compulsory subject 2 Game Engineering.

## Section 5: Structure and Organisation of the Degree Programme/Intended Learning Outcomes

Within the framework of the Master’s degree programme Game Studies and Engineering students must complete the compulsory subjects amounting to 50 ECTS credits (see Section 8), the practical work experience (10 ECTS credits) including reflection (2 ECTS credits), guided electives worth 24 ECTS credits, and open electives worth 8 ECTS credits. In addition, a Master’s thesis (21 ECTS credits) must be written and the associated research seminar (*Privatissimum*, 2 ECTS credits) must be completed. Furthermore, students must take the final comprehensive examination amounting to 3 ECTS credits.

Table 1: Structure of the Master’s Degree Programme Game Studies and Engineering

Subject	Designation of the subject	Intended Learning Outcomes	ECTS credits
<i>Compulsory Subjects</i>	1 Introduction to Game Studies and Engineering	In accordance with their personal interests and depending on the degree they have previously obtained, after successfully completing the subject, students will be able to <ul style="list-style-type: none"> <li>- describe the major areas of application of media technology and web technologies and to implement appropriate methods for their use. They also understand the logical principles of programming</li> <li>- identify central theoretical concepts and key terms of media and cultural analysis and describe and discuss them accordingly. They will also understand cultural artefacts within their historiographical context</li> <li>- explain the structure of a scientific paper and be able to analyse and discuss it using illustrative articles. They will also possess an elevated understanding of the principles of rigorous and genuine research work</li> <li>- link programming skills, critical-analytical content consideration, as well as scientific writing within the framework of student-led teaching with areas of practical activity</li> </ul>	14
	2 Game Engineering	After successfully completing the subject, students will be able to apply the basics of computer game graphics and programming. They will be able to structure and	18

		differentiate between methods, processes, and roles in videogame development. They will learn to evaluate software and interfaces in the field of video games and to discuss these qualitatively. They will be able to design, organise, and maintain software projects relating to video games.	
	3 Game Studies	After successfully completing the subject, students will be able to reproduce and apply fundamental definitions of Game Studies. They will be able to identify theoretical structures and methodological approaches and develop basic knowledge in the field of video game culture and its influence on society, which encompasses a fundamental understanding of mechanics, narratives, aesthetics, and ethics in video games. Students will be able to analyse video games critically and qualitatively.	18
<i>Guided Electives</i>	4.1 Game Engineering	After successfully completing the subject, students will be able to research, discuss and present state-of-the-art technology in a particular area of the subject. They will be able to select and apply suitable methods and technologies for specific parts of computer games. In line with their individual interests, students will have in-depth knowledge of specific areas of Game Engineering & Production.	24
	4.2 Game Studies	After successfully completing the subject, students will be able to scientifically question and analyse perspectives in the fields of media and culture. They will be able to diagnose and critically present current challenges at the interface of their acquired theoretical and practical knowledge in dealing with media cultures.	
<i>Open Electives</i>	5 Open Electives	Students develop their skills in accordance with their individual interests.	8
<i>Practical Experience</i>	6 Game Production ( <i>Internship</i> )	Students will learn to take on a role in the design and implementation process for video games and other ludic media and/or to accompany such a process by applying the skills acquired in 2 and 3. This also includes socio-cultural work with video games and research activities involving the medium.	12
<i>Master's Thesis</i>	7 Master's Thesis	After successfully completing the subject, students will be able to research and discuss the state of the art in a sub-area of the subject. They will be able to identify	21

		problems within the state of the art and design, implement and validate solutions for them. They will be able to record the results of their research in writing.	
<i>Research Seminar (Privatissimum)</i>	8 Research Seminar		2
Final Examination	9 Final Examination		3
<b>Total</b>			<b>120</b>

## Section 6: Studying Abroad/Mobility

- (1) It is strongly recommended that all students of the Master's degree programme complete a degree-related period of study abroad as part of their degree programme. In this regard, transnational EU, state or university mobility programmes can be used. Examinations and other academic achievements completed during a degree-related stay abroad shall be recognised in accordance with the provisions pursuant to Section 78 of the UG for examinations prescribed in the curriculum. The third semester is recommended as a mobility window.
- (2) At the request of regular students who wish to carry out parts of their studies abroad, a preliminary decision shall be issued to determine which of the planned examinations and other academic achievements can be recognised (Section 78, Para. 5 of the UG). In any case, interested students are advised to contact the respective competent programme director in advance to discuss possible and intended recognition.

## Section 7: Types of Courses

- (1) Lectures (*Vorlesung/VO*) are courses where knowledge is transferred by means of lectures given by the 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 seminar paper or an assignment involving a comparable workload be required in order to conclude a course with continuous assessment, this work may be handed in up to June 30<sup>th</sup> of the following semester for courses that took place during the winter semester, or up to January 31<sup>st</sup> 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 component and a course component which share didactic content and are assessed jointly.

- b) Course (*Kurs/KS*): Courses serve to acquire, expand and deepen both scientific and practical competences and consist of instructors and students working together to resolve specific questions.
  - c) Proseminar (*Proseminar/PS*): Proseminars are precursors to seminars and help students develop or enhance skills in academic discourse; central problems within the subject are explored through presentations, discussions, and concrete analytical work. In general, 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. In general, a written paper must be completed within the framework of a seminar.
  - e) Research seminar (*Privatissimum/PV*): The *Privatissimum* is a special research seminar which prepares students for a Master's thesis or accompanies its writing.
- (4) For courses incorporated from other curricula, the definitions of the respective other curriculum apply.

## Section 8: Compulsory Subjects

- (1) Compulsory subjects are subjects integral to the degree programme, for which examinations must be taken. Students must complete a total of 50 ECTS credits in compulsory subjects.
- (2) The compulsory subject Introduction to Game Studies and Engineering (Table 2, compulsory subject 1) serves to supplement or consolidate the subject-specific competences required in order to complete the interdisciplinary Master's degree programme, depending on the Bachelor's degree programme completed in each individual case. Within the scope of subjects 1.1 to 1.3, one course each must be selected from the assigned courses.

For items 1.1 - 1.3 of the curriculum, students must choose precisely one course from the courses assigned to each item. The course 1.4 Klagenfurt Critical Game Lab is mandatory for all students.

Additionally, it is recommended that students voluntarily attend courses designated as 1.4 Klagenfurt Critical Game Lab in following semesters, even after successfully completing the course.

- (3) The courses required for the compulsory subjects are listed in the table below:

**Table 2: Compulsory Subject Courses**

	<i>Course Designation</i>	<i>Type of Course</i>	<i>ECTS Credits</i>
1 Introduction to Game Studies and Engineering	1.1 Selection of <i>one</i> course on Technical and Media Skills <sup>1</sup>		
	Introduction to Media Informatics	VO	4
	Introduction to Multimedia Technology	VO+KS	4
	Other course on Technical and Media Skills	*2	4
	1.2 Selection of <i>one</i> course on Cultural and Analytical Skills <sup>1</sup>		
	Introduction to Media and Communication Theory	VO	4
	Literary Terminology and the Practice of Interpretation for Game Studies and Engineering	VO	4
	Other course on Cultural and Analytical Skills	*2	4
	1.3 Selection of <i>one</i> course on Writing Skills <sup>1</sup>		
	Scientific Writing	KS	4
	Creative Writing	KS	4
	Scientific Writing	SE	4
	Other course on Writing Skills	*2	4
	1.4 Klagenfurt Critical Game Lab	SE	2
<b>Total:</b>			<b>14</b>
2 Game Engineering	2.1 Game Engineering	VO	4
	2.2 Practical Game Engineering	KS	2
	2.3 Selected Topics in Game Engineering	VC	4
	2.4 Introduction to Computer Graphics	VC	4
	2.5 Non-Entertainment Games	SE	4
<b>Total:</b>			<b>18</b>
3 Game Studies	3.1 Game Studies	VO	4

<sup>1</sup> Suitable courses are assigned by the programme director via the campus system.

<sup>2</sup> It is possible to choose from a variety of course types.

	3.2 Practical Game Criticism	KS	2
	3.3 Representation and Configuration in Games	SE	4
	3.4 Issues in Game Studies	VC	4
	3.5 Selected Topics in Game Studies	VC	4
	Total:	<b>18</b>	

## Section 9: Guided Electives

- (1) Guided electives are those subjects that students choose according to the provisions of the curriculum. A total of 24 ECTS credits must be completed in guided electives. In this context, a minimum of 8 ECTS credits must be completed from each of the two guided electives.
- (2) The guided electives courses are listed in the table below:

**Table 3: Guided Electives Courses**

	<i>Course Designation</i>	<i>Type of Course</i>	<i>ECTS Credits</i>
4.1 Guided Electives Game Engineering	Advanced Topics in Game Research and Engineering	SE	4
	Advanced Topics in Computer Graphics	VC	4
	Selected Topics in Game Engineering focussing on Issues in Gender Studies (Alternative: Courses from Gender Studies with the same number of ECTS credits and comparable intended learning outcomes, provided they are offered in English)	SE	4
	Choice of relevant courses from the Master's programme "Informatics"	*3	*4
	Interactive Systems	VC	4
	Human Centered Computing	VC	4
	Human Centered Computing II	VC	4
	Modeling Sustainability in Board Games	SE	2

<sup>3</sup> It is possible to choose from a variety of course types.

<sup>4</sup> It is possible to complete differing numbers of ECTS credits.

4.2 Guided Electives Game Studies	Advanced Topics in Game Studies	SE	4
	Introduction to Translation	VO	3
	Topics in Professional Translation	PS	3
	Topics in Literary Translation	PS	3
	Choice of relevant courses from the Master's programme "English and American Studies"	*5	*6
	Media Law	VC	4
	IT Law	VC	4
	Course from the field of Gender Studies	*5	4

### Section 10: Open Electives

- (1) Open electives are those subjects that students can freely choose from the range of courses offered by recognised domestic and foreign universities. Courses completed as a prerequisite to study or to gain general or special eligibility for university admission are excluded from this.
- (2) Students are required to complete 8 ECTS credits in open electives.
- (3) In the case of courses completed at other recognised domestic or foreign post-secondary educational institutions, the competent programme director shall rule on whether the recognition as an open elective subject is appropriate for the chosen degree programme from an academic point of view or with regard to professional activities.
- (4) Students are advised to complete courses in the field of women and gender studies within the scope of the open electives. In particular, students are advised to choose English language 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, Para. 2, the maximum number of participants is 30.
- (2) The programme director may increase the number to 35 if this can be justified didactically and if it is not possible to offer a parallel course.

<sup>5</sup> It is possible to choose from a variety of course types.

<sup>6</sup> It is possible to complete differing numbers of ECTS credits.

- (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) Students whose curriculum stipulates the course in question as a compulsory subject or as a guided elective shall be given preferential admission.
  - b) If the number of registrations nonetheless exceeds the number of available places, the ranking will be based on the ECTS credits already acquired as part of the curriculum that stipulates the course in question as a compulsory subject or guided elective. Higher totals will be ranked preferentially.

## Section 12: 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 the work within six months. Students may jointly work on a topic, provided that the individual performance of students can be assessed.
- (2) The Master's thesis must be written in English (Section 1, Para. 3).
- (3) The Master's thesis for the Master's degree programme Game Studies and Engineering must relate to one of the two compulsory subjects (2 Game Engineering or 3 Game Studies). 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.
- (4) The Master's thesis (project and written paper) is equivalent to 21 ECTS credits. In addition, a research seminar (*Privatissimum*) worth 2 ECTS credits must be completed.
- (5) Pursuant to Part B, Section 18, Paras. 4 and 2a of the University Statute, the topic and the supervisor of the Master's thesis must be approved by the Rector of Studies. The application must be submitted before work on the thesis begins. The student is permitted to change the supervisor until the time when 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.
- (6) The completed Master's thesis must be submitted to the Rector of Studies by electronic means. If required by the supervisor, the student must provide them with a bound copy. The supervisor has two months from the date of submission to assess the thesis.

### Section 13: Provisions Regarding the Completion of a Relevant Internship

- (1) To enhance practical and research experience and/or problem-solving skills, students must complete a research- or application-based internship. This internship must amount to at least 250 hours. Furthermore, students are required to prepare a report on their internship. A total of 10 ECTS credits are assigned to the internship, including the report. Application-based internships can be carried out in a company, public administrative body, non-profit organisation, or a non-university research institution. Research-based internships are carried out at a university or comparable institution that conducts research.
- (2) Before the start of the internship, the student must contact a member of the teaching staff at the University of Klagenfurt, who will supervise the internship experience. Together with this university teacher, the student then defines a project, which is to be completed as part of the internship. The project should demonstrate the competences gained in the degree programme Game Studies and Engineering in a genuine industry and/or research setting.
- (3) The work performed in the internship and the associated academic follow-up are presented in the courses "Game Production" (10 ECTS credits) and "*Privatissimum zur Praxis*" (2 ECTS credits). Students are registered for the "Game Production" course by their supervising instructor at the beginning of their practical work experience. As a part of the internship or project work, a written report to document content, results, and experiences of the project must be written, comprising at least 3000 words. An evaluation of the internship based on this report and a discussion is carried out by the supervising university teacher.
- (4) Following the internship, students must present and discuss the content of their written report in a presentation as part of a joint research seminar "*Privatissimum zur Praxis*" (2 ECTS credits). The evaluation of the course "*Privatissimum zur Praxis*" is separate from the evaluation of the project. The specific nature and format of the research seminar is determined on the basis of the institutional requirements of the supervising university teacher.

### Section 14: Examination Regulations

- (1) Lecture (VO) examinations usually take place at or after the end of the course and are conducted in one single assessment, preferably in written form, and they cover the content of the course. They serve to evaluate the success of participation in the lecture course and to prove a student's mastery of the knowledge, methods, and competences 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, Para. 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, written assignments and/or oral presentations depending on the course's subject.

- (3) The Master's degree programme Game Studies and Engineering is concluded with a Master's examination, consisting of
  - a) examinations covering all courses listed in Sections 8 and 9;
  - b) successful completion of the open 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 (project and written work);
  - e) a concluding comprehensive examination, conducted by committee
- (4) The concluding comprehensive examination is conducted as an oral examination by a committee consisting of three members. Its first part consists of a presentation and defence of the Master's thesis (1.5 ECTS credits), its second part consists of an examination of a topic area which must not be correlated to the compulsory subject pursuant to Section 12, Para. 3 to which the Master's thesis is assigned (1.5 ECTS credits).
- (5) The prerequisite for the registration to take the concluding comprehensive examination is the completion of all parts of the Master's examination listed under Para. 4 lit. a-d.
- (6) Examinations and other academic achievements that have already been counted in order to complete the degree programmes serving as prerequisites for admission cannot be re-used in this Master's degree programme for the purpose of obtaining the degree.
- (7) An assessment by means of a grading system is stipulated for the relevant practical experience and the research seminar "*Privatissimum zur Praxis*" as defined in Section 13.

### **Section 15: Effective Validity**

This curriculum enters into force on 1 October 2023 following the announcement in the university bulletin of the University of Klagenfurt and applies to all students who commence their Master's degree programme from the winter semester 2023/2024 onwards.

### **Section 16: Transitional Provisions**

Students who are subject to the curriculum version 17W for the Master's degree programme Game Studies and Engineering which is in effect prior to the promulgation of this curriculum at the time this curriculum version 23W.1 comes into effect are entitled to complete their studies within 5 semesters according to the provisions of the curriculum

version 17W. If the degree programme is not completed by 31 March 2026, the students shall be transferred to the curriculum for the Master's degree programme Game Studies and Engineering in the version valid at that time.

Students following the previously valid curriculum are entitled to voluntarily transfer to the latest valid curriculum at any time.

## APPENDIX: Non-binding Recommended Course of Studies

	1 <sup>st</sup> semester	2 <sup>nd</sup> semester	3 <sup>rd</sup> semester*	4 <sup>th</sup> semester
Compulsory Subjects	26 ECTS credits	20 ECTS credits	4 ECTS credits	
Guided Electives	4 ECTS credits	8 ECTS credits	12 ECTS credits	
Open Electives	2 ECTS credits	2 ECTS credits	2 ECTS credits	2 ECTS credits
Practical Experience/Internship			12 ECTS credits	
Master's Thesis				23 ECTS credits
Concluding Comprehensive Examination				3 ECTS credits

\* The 3<sup>rd</sup> semester is recommended as the mobility window as defined in Section 6, Para. 1.

The recommended course of study for the compulsory subjects is as follows:

<i>Course Designation</i>	<i>Type of Course</i>	<i>ECTS Credits</i>	<i>Semester</i>
Technical and Media Skills	*	4	1
Cultural and Analytical Skills	*	4	1
Writing Skills	*	4	1
Klagenfurt Critical Game Lab	SE	2	1
Practical Game Engineering	KU	2	1
Practical Game Criticism	KU	2	1
Game Engineering	VO	4	1
Game Studies	VO	4	1
Selected Topics in Game Studies	VC	4	2
Issues in Game Studies	VC	4	2
Selected Topics Game Engineering	VC	4	2
Introduction to Computer Graphics	VC	4	2
Representation and Configuration in Games	SE	4	2
Non-Entertainment Games	SE	4	3