

mdh

University of Applied Sciences

**BACHELOR
OF SCIENCE
7 SEMESTERS
FULL-TIME**

**GAME
DESIGN
B.Sc.**

GAME DESIGN (B.SC.)

1 AT A GLANCE

START DATE	1. OCTOBER
LENGTH	7 SEMESTERS
DEGREE	BACHELOR OF SCIENCE

1.1 JOB PROFILE

The course's mission is to get to know all the work processes involved in the conception and practical implementation of computer games within a scientific and interdisciplinary context. The aim is to give yourself an individual profile during your studies and to deepen yourself in the area of media design or programming through targeted study programs. In addition to classic media, the game designer has knowledge of handling modern media. It is therefore not only ideally suited for use in the computer game industry, but also for professions in the field of visualization, product design, multimedia agencies or film productions.

1.2 ENTRY REQUIREMENTS

The job description of the game designer and developer appeals to young people with creative, artistic inclinations, who are equipped with a good visual imagination, can think logically and in context and have a good general knowledge. Furthermore, openness to new tasks and the willingness to work in a team are important requirements. Intensive experience with the medium of computer games is required and the willingness to invest a lot of time and face new personal challenges. Good German and English skills are recommended.

1.3 ADMISSION REQUIREMENTS

The prerequisite for admission is a general university entrance qualification, a technical college entrance qualification or a qualification recognized as equivalent. Studying without a high school diploma is possible according to § 11 BerlHG through the subject-related study authorization..

1.4 APPLICATION PROCEDURE

To register for a bachelor's degree with an artistic character, you must submit a detailed application (including diplomas and a tabular curriculum vitae with photo) and a portfolio (possibly digital) with your own creative work samples (10-20).

1.5 STUDY STRUCTURE

The program comprises 7 semesters (standard period of study). The course is divided into the core area, the specialization and the practical semester (internship).

The specialization takes place in the 2nd, 3rd, 4th and 5th semester. At the end of the first semester, the students choose one of the two specializations “Artwork” or “Game Engineering”.

The 6th semester is a practical semester.

The 7th semester ends with the final examination (final thesis) as part of the Bachelor phase.

1.6 STUDY FEES

BERLIN	GERMAN CITIZENS	EU-CITIZENS	NON-EU CITIZENS
Tuition fee*	785,00 EUR/month	4.710 EUR/semester	6.300 EUR/semester
One-time Registration Fee	490 EUR	490 EUR	490 EUR
One-time Examination Fee	1.050 EUR	1.050 EUR	inclusive

* Choose a prepayment option (per year, or in full) and you will receive up to 5% discount on your tuition fees.

2 STUDY GOAL

The "Game Design" course is a practice-oriented Bachelor course that teaches the development of real-time 2D and 3D applications, especially computer and video games. The focus here is primarily on the conception, planning, creation, processing, integration and programming of corresponding projects and content.

The courses can be classified into five subject areas:

- The "General study" area contains general basic modules such as "Scientific work" and "Applied research" as well as modules with potential interfaces to other MD.H courses such as B. "Media Management" and "Audio-visual Staging".
- In the "Game Design" area, you will acquire specialist skills in the field of conception, planning and implementation of games and game content.
- In the "Game Art" area, you acquire specialist skills in the field of the visual design of games and game content.
- In the "Game Engineering" area, you acquire specialist skills in the area of technical implementation of games and game content as well as the corresponding basics of IT.
- The "Practice" area brings together the skills and knowledge acquired in the individual subject areas in practical application in project work and a practical semester.

The first semester serves as orientation and conveys the basics, particularly in the areas of "Game Art" and "Game Engineering". In the 2nd to 5th semester you choose either the subject "Game Art" or the subject "Game Engineering" and either deepen your skills in the field of visual design, in particular concept art and the production of game assets, or in Computer science and programming field. The "Game Design" area offers a common framework for both specializations and combines technical and design aspects with specific issues in the area of staging, dramaturgy and production.

Due to the fast pace of the game industry, orientation towards current technical developments such as for example, changes in the area of business models, user interfaces or development environments are a basic prerequisite for preparing for a seamless entry into professional life. This automatically results in a current reference to research. Theoretical basic knowledge must be applied in the current context. Due to the interdisciplinary character of the computer game medium, you are forced to expand your specialist knowledge on a broad basis and to provide transfer services between the individual areas such as conception, presentation and technical implementation. During the course of study, media products (e.g. in the project phases) as well as scientific papers (e.g. in the modules Scientific Work and Experimental Research) are created as examinations.

A close connection to practice is ensured by the project work carried out and the practical semester. The ability to work out solutions alone and in a team is central. You have to apply your theoretical knowledge on a concrete example. Due to the tasks of the entrepreneurial project model, there is a direct reference to various sub-aspects of media management, whereby the independence in research and application of specialist knowledge is explicitly promoted, which additionally supports the transfer from theory to practice.

The bachelor thesis contains a theoretical and a practical part or, in special cases, can be limited to a purely written discussion of a topic relevant to the conception and development of computer games. In both cases there is a close connection to practice. To do this, you build on the basics imparted in the course of study and develop them further in terms of both practical and content. The thesis therefore requires the ability to independently design further learning processes as well as the making of well-founded judgments taking into account relevant knowledge. The colloquium following the bachelor thesis ultimately requires that you are able to defend your results argumentatively. The skills required for this process are specifically trained during the course, e. B. by giving lectures and preparing presentations.

3 CURRICULUM

3.1 OVERVIEW

1. SEMESTER

GENERAL STUDIES	- SCIENTIFIC WORK
GAME DESIGN	- GAME DESIGN I: CONCEPTION
BASICS ART I	- BASICS ART I: VISUALIZATION PROCESSES - BASICS ART II: ASSET DESIGN I
GAME ENGINEERING BASICS	- MATHEMATICS I - PROGRAMMING I

2. SEMESTER

GENERAL STUDIES	- NARRATIVE DESIGN I
GAME DESIGN	- GAME DESIGN II: DOCUMENTATION AND PRODUCTION
ELECTIVE A: IN-DEPTH ART	- CONCEPT ART I: STAGING - GAME ASSET PRODUCTION I: 3D-CONSTRUCTION-TECHNIQUES
ELECTIVE B: IN-DEPTH GAME ENGINEERING	- INFORMATICS I - PROGRAMMING II
PROJECTS	- PROJECT I

3. SEMESTER

GAME DESIGN	- GAME DESIGN III: INTERACTION DESIGN - NARRATIVE DESIGN II: INTERACTIVE STORYTELLING
ELECTIVE A: IN-DEPTH ART	- CONCEPT ART II: CHARACTER & CREATURE DESIGN - GAME ASSET PRODUCTION II: PRODUCTION PIPELINE
ELECTIVE B: IN-DEPTH GAME ENGINEERING	- SOFTWARE TECHNIQUE - GRAPHIC PROGRAMMING
PROJECTS	- PROJECT II

4. SEMESTER

GENERAL STUDIES	- AUDIOVISUAL STAGING
GAME DESIGN	- GAME DESIGN IV: LEVEL DESIGN AND GAME GUIDANCE
ELECTIVE A: IN-DEPTH ART	- CONCEPT ART III: ENVIRONMENT DESIGN - GAME ASSET PRODUCTION III: WORLD & ENVIRONMENT DESIGN
ELECTIVE B: IN-DEPTH GAME ENGINEERING	- INFORMATICS II - GAME KI
PROJECTS	- PROJECT III

5. SEMESTER

GENERAL STUDIES	- APPLIED RESEARCH
GAME DESIGN	- GAME DESIGN V: PROCESS MANAGEMENT
ELECTIVE A: IN-DEPTH ART	- CONCEPT ART IV: ASSET DESIGN - GAME ASSET PRODUCTION IV: MORPHOLOGICAL STAGING
ELECTIVE B: IN-DEPTH GAME ENGINEERING	- TOOL & BACKEND-DEVELOPMENT - GAME PHYSICS
PROJECTS	- PROJECT IV

6. SEMESTER

INTERNSHIP SEMESTER	- INTERNSHIP SEMESTER AND PRESENTATION
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7. SEMESTER

GENERAL STUDIES	- MEDIA MANAGEMENT
GAME DESIGN	- EXPERIMENTAL RESEARCH
PROJECTS	- PROJECT V
BACHELOR DEGREE	- FINAL THESIS AND COLLOQUIUM