

Game Development

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiod 1			
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan			
Year 1																				
Applied Maths & Physics 1	Weekly assignment1 (1h)	Weekly assignment2 (1h)	Weekly assignment3 (1h)	Weekly assignment4 (1h)	Weekly assignment5 (1h)	Weekly assignment6 (1h)		Q Week midterm T + L (50h)	Weekly assignment7 (1h)	Weekly assignment8 (1h)	Weekly assignment9 (1h)	Weekly assignment10 (1h)	Weekly assignment11 (1h)	Weekly assignment12 (1h)			Final exam T + L (50h)			
2D for Games 1								Q Week Assignment(20H)				Idea and reference (2H)						End Assignment (65h)		
						Qweek Assignment							End Assignment							
Programming 1	Lab Assignments							Q Week Exam	Lab Assignments								Exam			
Visual Language for Developers																				Exam
Algorithms								Q Week Quiz									Final Exam			
Year 2																				
Gameplay programming	Weekly lab Exercises				Weekly lab Exercises				Weekly lab Exercises		Weekly lab Exercises	Weekly lab Exercises	Weekly lab Exercises	Weekly lab Exercises	Weekly lab Exercises		Exam Project (60h)			
	Assignment 1: Flocking				Assignment 2: Navigation															
Graphics Programming 1								Software Ray Tracer (45h)					Software Rasterizer (25h)					Exam Project (35h)		
	Assignment 1: Software Ray Tracer						Assignment 2: Software Rasterizer				Assignment 3: DirectX Preparation Exam									
Game Mechanics		Unity Proposal First Draft (1-2h)	Unity Proposal Approved (1-2 h)	Unity Weekly build (6h)	Unity Weekly build (6h)	Unity Weekly build (6h)		Unity Weekly build (6h)	Unity Assignment Completed (50h)	Unreal Proposal First draft (1-2h)	Unreal Proposal Approved (1-2h)	Unreal Weekly Build (6h)	Unreal Weekly Build (6h)	Unreal Weekly Build (6h)			Unreal Assignment Completed (60h)			
	Unity Assignment: create a prototype of a game in Unity (50h)								Unreal Assignment: create a prototype of a game in Unreal (60h)											
Environments 1						Chapter 1: Blockout							Chapter 2: One Room					Final Assingment		
	Chapter 1: Blockout (25h)					Chapter 2: One Room (25h)														
	Final Assignment (finished level by the exam)																			
Programming 3																				
Year 3																				
Graduation Work	MS1: Top 3 Research Topics (2h)						MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)				MS4: Paper/Article - Literature Study (30h)				Final Graduation Work Project (230h)			
Group Project													Project done (330h)		13 & 14: presentations (4h)					
Deadline (Expected Time Spent)																				
Milestone / Smaller Assignment (Expected Time Spent)																				

Sound Design

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiode 1				
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan				
Year 1																					
Applied Maths & Physics 1	Weekly assignment1 (1h)	Weekly assignment2 (1h)	Weekly assignment3 (1h)	Weekly assignment4 (1h)	Weekly assignment5 (1h)	Weekly assignment6 (1h)		Q Week midterm T + L (50h)	Weekly assignment7 (1h)	Weekly assignment8 (1h)	Weekly assignment9 (1h)	Weekly assignment10 (1h)	Weekly assignment11 (1h)	Weekly assignment12 (1h)			Final exam T + L (50h)				
2D for Games 1					Qweek Assignment				Idea and reference (2H)									End Assignment (65h)			
Programming 1	Lab Assignments							Q Week Exam	Lab Assignments									Exam			
Visual Language for Developers																					Exam
Sound Design 1	Weekly assignment1 (1h)	Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)			Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)	Q-week Leho Quiz Theory Exam (20h)			Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)	Non-graded weekly lab assignments (1-5h)		Final Assignment (30h)				
Year 2																					
Foley & Voice	Foley exercise (non graded, 4hrs)	Voice exercise (non graded, 6hrs)	Foley cape assignment (4h)	Voice acting Assignment (4h)	Foley Footsteps Assignment (4h)	Voice Directing Assignment (4h)		Creat Foley set for Final Assignment (4h)	Record Voices for Final Assignment (6h)	Vocalizations and grunts for Final Assignment (4h)		Milestone for Final Assignment: Recordings and voices (20h)	Milestone for Final Assignment: First game implementation (4h)				Final Assignment Deadline (60h)				
								Final Assignment (60h)													
Sound Design 2		Weekly Exercise	Weekly Exercise					Weekly Exercise	Weekly Exercise					Wwise Theory Test (20h)			Wwise 110 Exam (20h)				
				Final Assignment: Unreal														Exam Assignment: Unreal (20h)			
				Final Assignment: Unity														Exam Assignment: Unity (20h)			
Game Mechanics		Unity Proposal First Draft (1-2h)	Unity Proposal Approved (1-2 h)	Unity Weekly build (6h)	Unity Weekly build (6h)	Unity Weekly build (6h)		Unity Weekly build (6h)	Unity Assignment Completed (50h)	Unreal Proposal First draft (1-2h)	Unreal Proposal Approved (1-2h)	Unreal Weekly Build (6h)	Unreal Weekly Build (6h)	Unreal Weekly Build (6h)			Unreal Assignment Completed (60h)				
	Unity Assignment: create a prototype of a game in Unity (50h)								Unreal Assignment: create a prototype of a game in Unreal (60h)												
Ambient & Music					Delivery Music (10-15h)					Delivery Music (10-15h)				Delivery Music (10-15h)			Exam Assignment Music				
								Delivery Ambience (10-15h)				Delivery Ambience (10-15h)			Delivery Ambience (10-15h)		Exam Assignment Ambience				
Environments 1						Chapter 1: Blockout							Chapter 2: One Room					Final Assingment			
	Chapter 1: Blockout (25h)					Chapter 2: One Room (25h)															
	Final Assignment (finished level by the exam)																				
Year 3																					
Graduation Work	MS1: Top 3 Research Topics (2h)						MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)						MS4: Paper/Article - Literature Study (30h)		Final Graduation Work Project (230h)				
Group Project													Project done (330h)		13 & 14: presentations (4h)						

Deadline (Expected Time Spent)
Milestone / Smaller Assignment (Expected Time Spent)

Independent Game Production

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiode 1						
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan						
Year 1																							
Platform development 1						Quizz: content so far (4h)	Quizz: content so far (4h)		Q Week Assignment (16h)					Quizz: content so far (4h)			Quizz: content so far (4h)	before 30 Dec 2020: upload project (40h)	exam based on lab exercises and/or project				
	non graded weekly assignments and exercises									non graded weekly assignments and exercises													
Applied Maths & Physics 1	Weekly assignment1 (1h)	Weekly assignment2 (1h)	Weekly assignment3 (1h)	Weekly assignment4 (1h)	Weekly assignment5 (1h)	Weekly assignment6 (1h)		Q Week midterm T + L (50h)	Weekly assignment7 (1h)	Weekly assignment8 (1h)	Weekly assignment9 (1h)	Weekly assignment10 (1h)	Weekly assignment11 (1h)	Weekly assignment12 (1h)			Final exam T + L (50h)						
2D for Games 1									Q Week Assignment(20H)			Idea and reference (2H)						End Assignment (65h)					
						Qweek Assignment						End Assignment											
Visual Language for Developers																					Exam		
3D1			simple props: 3h					Milestone: models and unwraps ready of 5	Q Week Test							Milestone: models of your diorama: 25h			Diorama scene (75h)				
	Assignment 1: Make 5 props									Assignment 2: Diorama scene													
Year 2																							
Game Design 2	Pitch and Essence		Design Pillars		USP		Assignment 1 (10h)		Project Setup			Prototype		Assignment 2 (30h)		MS1: High Concept	GDD	Rules		Exam (60h)			
	Assignment 1: High Concept						Assigment 2: Analysing and Reverse Engineering						Assignment 3: Final										
Communication																							
Game Entrepreneurship 2			Case BMC (set up for a game company)			Session at Strides		Deadline Hospital Games				Deadline Research			Briefing negotiating game		Negotiation Game						
Game Art 2				Assignment 1 Deadline (8h)						Assignment 2 Deadline(36h)									Assignment 3: Exam Assignment (80h)				
	Assignment 1: HP Asset creation				Assignment 2: Modular Game Asset								Assignment 3: Exam Assignment										
Platform Development 3																						Assignment 1: Exam Assignment (100h)	
Year 3																							
Graduation Work	MS1: Top 3 Research Topics (2h)							MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)					MS4: Paper/Article - Literature Study (30h)					Final Graduation Work Project (230h)			
Group Project																	Project done (330h)		13 & 14: presentations (4h)				
Deadline (Expected Time Spent)																							
Milestone / Smaller Assignmentn (Expected Time Spent)																							

Game Graphics Production

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiode 1		
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan		
Year 1																			
Preproduction 1	Q-week: References (4u) and VISLIB sketches (3u)					MS1: Horizontal Sketches (10h)	Sketches Vertical (8h) / Final (7h) / Presentation (4h)	Q Week Assignment (37h)	References (4h), VISLIB sketches (4h) and mindmap				MS1: Horizontal Design Sketches (18h)	Vertical Design sketches (15h), Final (12h), Presentation (6h)			Final Design (60h)		
	Assignment 1: Q-Week - The town Square (37h)								Assignment 2: Final assignment										
	Task 1: Primitives in 2ppt (1h)		Task 2: Freehand cubes in 2ppt (2h)		Task 3: VISLIB studies (3h)				Task 4: Analogue shading (3h)			Task 5: Digital shading (3h)							
Applied Math & Physics Fundamentals								Q Week Midterm (40h)											Final Exam (50h)
Programming for artists 1	01-quizes (min. score), hand in assignments	02-quizes (min. score), hand in assignments	03-quizes (min. score), hand in assignments	04-quizes (min. score), hand in assignments		05-quizes (min. score), hand in assignments		Q Week Assignment	06-quizes (min. score), hand in assignments	07-quizes (min. score), hand in assignments	08-quizes (min. score), hand in assignments	09-quizes (min. score), hand in assignments	10-quizes (min. score), hand in assignments				Exam		
Visual Language for Games																			Exam
3D1		simple props: 3h				Milestone: models and unwraps ready of 5		Q Week Test					Milestone: models of your diorama: 25h				Diorama scene (75h)		
	Assignment 1: Make 5 props								Assignment 2: Diorama scene										
Year 2																			
Environments 1						Chapter 1: Blockout						Chapter 2: One Room					Final Assingment		
	Chapter 1: Blockout (25h)						Chapter 2: One Room (25h)												
	Final Assignment (finished level by the exam)																		
Game Asset Pipeline		Hatch				Tool		Presentation					Complex Object (50h)				Final (55h)		
	Assignment 1: Hatch (30h)			Assignment 2: Tool (40h)			Assignment 3: Presentation (15h)		Assignment 4: Complex Object (50h)				Assignment 5: Final Assignment (55h)						
Sculpting							Assignment 1 (16h)											Final - Adventurers Camp (30h)	
	Assignment 1: Adventurers Camp Asset								Final: Adventurers Camp Diorama										
Stylised Design		Assignment 1 (8h)				Assignment 2: Stylised Assets (36h)												Assignment 3: Exam Assignment (80h)	
	Assignment 1: Stylised Rendering		Assignment 2: Stylised Assets				Assignment 3: Exam Assignment Style pitch												
Character Design		Milestone	Milestone	Milestone	Deadline Assignment 1	Milestone	Milestone	Milestone	Deadline Assignment 2	Deadline Assignment 3.1	Deadline Assignment 3.2	Deadline Assignment 3.3	Milestone	Deadline Assignment 4			Deadline Exam		
	Assignment 1					Assignment 2				Mini Assignment 3.1	Mini Assignment 3.2	Mini Assignment 3.3	Assignment 4		Exam Assignment				
Procedural Environments						Terrain blockout						Group research					Final environment (exam)		
	Assignment 1: Terrain blockout and landscape materials (20h)						Assignment 3: Final procedural environment (60h)												
						Assignment 2: Group research project (25h)													
Scripting 1		Pitch 5%			Minimum viable product			Prototype 15%		First art implementation + player feedback				Milestone core				Exam Assignment 80%	
	Blueprint Project																		
Year 3																			
Graduation Work	MS1: Top 3 Research Topics (2h)						MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)				MS4: Paper/Article - Literature Study (30h)				Final Graduation Work Project (230h)		
Group Project													Project done (330h)	13 & 14: presentations (4h)					

Deadline (Expected Time Spent)
Milestone / Smaller Assigmnent (Expected Time Spent)

3D Animation

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiode 1				
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan				
Year 1																					
Preproduction 1	Q-week: References (4u) and VISLIB sketches (3u)					MS1: Horizontal Sketches (10h)	Sketches Vertical (8h) / Final (7h) / Presentation (4h)	Q Week Assignment (37h)	References (4h), VISLIB sketches (4h) and mindmap					MS1: Horizontal Design Sketches (18h)	Vertical Design sketches (15h), Final (12h), Presentation (6h)			Final Design (60h)			
	Assignment 1: Q-Week - The town Square (37h)								Assignment 2: Final assignment												
	Task 1: Primitives in 2ppt (1h)		Task 2: Freehand cubes in 2ppt (2h)		Task 3: VISLIB studies (3h)				Task 4: Analogue shading (3h)			Task 5: Digital shading (3h)									
Animation 1	Exercise 1 : Weight (3h)	Exercise 2: Tail Follow through (3h)	Exercise 3: Poses (3h)	Exercise 4: Jump Block out (4h)	Assignment 1A: Silly Walk -Reference+	Assignment 1A: Silly Walk Block Out (8h)	Assignment 1A: Silly Walk Splined (8h)	Assignment 1B:Silly Walk Finished, Splined	Assignment 2B: Fall - Reference + Block Out:	Assignment 2C: Fall Splined, Finished (10h)	EXAM-Assignment: Gathering Reference	EXAM-Assignment: Set-Up (4h)	ExamAssignment: First Block Out (12h)				EXAM-Assignment: Polished and				
	Assignment 1B:Silly Walk Finished, Splined (8h)								EXAM-Assignment: Polished and finished.((40)												
						Assignment 2C: Fall Splined, Finished (10h)															
Visual Language for Film																		Exam			
3D1		simple props: 3h				Milestone: models and unwraps ready of 5		Q Week Test					Milestone: models of your diorama: 25h			Diorama scene (75h)					
	Assignment 1: Make 5 props								Assignment 2: Diorama scene												
Applied Math & Physics Fundamentals								Q Week Midterm (40h)									Final Exam (50h)				
Year 2																					
Rigging	set up IK-FK arm		Create IK stretch		Create twist		Arm Rig 15%		create Blendshapes	Apply Blendshapes		Face Rig 25%	create jointchain	Start controllers			Full Body 60%				
	Assignment 1: Arm Rig 15h						Assignment 2: Face Rig (25h)											Assignment 3: Full body Rig (60h)			
3D 3			assignment 1: lighting (14h)	MS1: materials pt1 (8h)	MS2: materials pt2 (10h)	MS3: scene build (10h)		assignment 2: materials (45h)	MS1: blackout (10h)	assignment 3 : prod. in maya (20h)	MS2: proposal finalised and blackout done (10h)	MS3: modeling (10h)	MS4: texturing (10h)				Final Design (80h)				
							MS1(final assignment): proposal (2h)						Final assignment								
Sculpting							Assignment 1 (16h)										Final - Adventurers Camp (30h)				
	Assignment 1: Adventurers Camp Asset								Final: Adventurers Camp Diorama												
Character Design		Milestone	Milestone	Milestone	Deadline Assignment 1	Milestone	Milestone	Milestone	Deadline Assignment 2	Deadline Assignment 3.1	Deadline Assignment 3.2	Deadline Assignment 3.3	Milestone	Deadline Assignment 4			Deadline Exam				
	Assignment 1					Assignment 2				Mini Assignment 3.1	Mini Assignment 3.2	Mini Assignment 3.3	Assignment 4		Exam Assignment						
Animation 3		Musical Run 5%/8h	Lipsynch 10 %/ 24h		Acting (Int.Mon) 10%/ 25h						11 Seconds Club 15%/ 48h					Final 50%/64h					
	Assignment 1 : Musical Run		Assignment 2: Lipsynch		Assignment 3: Acting (Int.Mon.)		Assignment 4 : 11 Seconds Club							Final							
Year 3																					
Graduation Work	MS1: Top 3 Research Topics (2h)						MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)					MS4: Paper/Article - Literature Study (30h)			Final Graduation Work Project (230h)				
Group Project															Project done (330h)	13 & 14: presentations (4h)					

Deadline (Expected Time Spent)
Milestone / Smaller Assignmnet (Expected Time Spent)

Visual Effects

Course	Week 1	Week 2	Week 3	Week 4 - Unwrap	Week 5	Week 6	Autumn Holiday	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Winter Holiday	Winter Holiday	Examenperiode 1	
	20-Sep	27-Sep	04-Oct	11-Oct	18-Oct	25-Oct	01-Nov	08-Nov	15-Nov	22-Nov	29-Nov	06-Dec	13-Dec	20-Dec	27-Dec	03-Jan	10-Jan	
Year 1																		
Compositing 1		Parallax Images (8h)	Parallax: Setup (8h)		Parallax: Sequence (16h)			Parallax: Q-week (24h)		Camera (8h)		Roto Test (8h)	Tracking Test (8h)	Camera (8h)			Parallax (40h)	
			Assignment 1: Parallax															
			Assignment 2: Camera															
Programming for artists 1	01-quizes (min. score), hand in assignments	02-quizes (min. score), hand in assignments	03-quizes (min. score), hand in assignments		04-quizes (min. score), hand in assignments	05-quizes (min. score), hand in assignments		Q Week Assignment	06-quizes (min. score), hand in assignments	07-quizes (min. score), hand in assignments	08-quizes (min. score), hand in assignments	09-quizes (min. score), hand in assignments	10-quizes (min. score), hand in assignments				Exam	
Visual Language for Film																		Exam
3D1		simple props: 3h				Milestone: models and unwraps ready of 5		Q Week Test					Milestone: models of your diorama: 25h				Diorama scene (75h)	
		Assignment 1: Make 5 props							Assignment 2: Diorama scene									
Applied Math & Physics Fundamentals								Q Week Midterm (40h)										Final Exam (50h)
Year 2																		
Compositing 3			MS: TD Footage (8h)		TD Proposals (16h)			TD 1st Version (30h)			Previs Proposal (16h)		VFX Shot (16h)				TD + VFX + Previs (40h)	
			Assignment 1: True Detective															
			Assignment 2: Previs															
3D 3					MS1: materials pt1 (18h)	assignment1 : materials (45h)				assignment 2 : prod. in maya (20h)	MS1: blackout done (10h)	MS2: modeling (10h)	MS3: texturing (10h)				Final Design (80h)	
						MS1(FA proposal 1 (2h)		MS2 FA proposal (2h)										
			assignment 1: materials					assignment 2: production in maya										
Sculpting							Assignment 1 (16h)										Final - Adventurers Camp (30h)	
		Assignment 1: Adventurers Camp Asset						Final: Adventurers Camp Diorama										
Programming for Artists 3		Assignment 1A (6h)	Assignment 1B (6h)		Assignment 1C (6h)	Assignment 1D (6h)					Assignment 2 (30h)						Assignment 3 / Exam (60h)	
		Assignment 1: Short description (20h)								Assignment 3: Final assignment Exam (60h)								
							Assignment 2: Your first "big" script											
VFX Simulation 1									Hand-in Shots (40% 20u)								Hand-in Movies (60% 60h)	
		Assignment 1: collection of VFX Simulation Stills								Assignment 2 (Final Assignment): collection of VFX Simulation Shots								
Year 3																		
Graduation Work	MS1: Top 3 Research Topics (2h)						MS2: Learning Log - Literature Study (50h)		MS3: Learning Log - Research Question(s) & Planning (10h)				MS4: Paper/Article - Literature Study (30h)				Final Graduation Work Project (230h)	
Group Project												Project done (330h)	13 & 14: presentations (4h)					

Deadline (Expected Time Spent)
Milestone / Smaller Assignment (Expected Time Spent)