§ 87 Bachelorstudiengang Games & Immersive Media

(1)   The bachelor's program in Games & Immersive Media comprises of a basic level studies with two semesters of curriculum, and advanced level studies with five semesters of curriculum.

(2)   The total amount of courses required for successful completion in the compulsory and elective areas, including the practical study semester, comprises 210 credit points.

(3)   The fifth curricular semester is an internship semester.

(4)   Regarding the regulations for study semesters abroad, please refer to § 3a in the General Part of the Study and Examination Regulations.

(5)   The compulsory elective modules serve to deepen and expand the study contents.

        The following regulations apply for all elective modules (WPM):

        a) In the advanced level study period, a total of 4 elective modules must be completed, which specifically deepen the topics of the GMB study program. Each semester the Digital Media faculty offers in-depth compulsory elective modules and individual courses.

        (b) Students may register for elective courses during any semester. The curriculum semester assignment is a recommendation of the Digital Media faculty with regard to the student's workload. During basic level studies (semester 1 and 2) the attendance of study accompanying tutorials ist recommended and preferable to elective modules

        c) Elective courses outside the faculty of Digital Media may also be credited, provided they are approved by the dean of study of GMB

        d) Each elective module must encompass 6 credit points. At least half of the credit points must be graded.

        e) At the end of their studies, students can compile a maximum of two elective modules from a combination of individual courses.

(6)   The courses required for the successful completion of the program in the compulsory area and the associated course and examination achievements are shown in Table 2 for the basic level studies and 3 for the advanced level studies. Table 1 shows an overview of the module structure.

(7)   The courses are predominantly held in 3 week seminars that include theoretical lectures and practical assignments focused on a single module.

(8)   Final grades certificate and degree certificate will be in English.

Tabelle 1: Modulstruktur

Modul/ Semester	1	2	3	4	5
7	Project 6: Thesis			Elective 3	Elective 4
6	Project 5	Business 2	Elective 1	Elective 2	
5	Internship				
4	Project 4	Business 1	Code 4	STEM 3	Theory 3
3	Project 3	Code 3	Sound 2	STEM 2	Visual 3
2	Project 2	Code 2	Sound 1	Theory 2	Visual 2
1	Project 1	Code 1	STEM 1	Theory 1	Visual 1

Tabelle 2: Grundstudium Games & Immersive Media (1. - 2. Lehrplansemester)

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs-leistung	Studien-leistung	Leistungs-punkte
1 . Lehrplansemester						**30**
Project 1 (6 LP)						
	Entry Project - No Code	Pj	4	1sbA		6
Code 1 (6 LP)						
	Code 1	S	4	1sbK		6
STEM 1 (6 LP)						
	STEM 1 Seminar	S	3	1K		4
	STEM 1 Practica	P	1		1sbA	2
Theory 1 (6 LP)						
	Computer Science and HCI Theory[1]	V/S	4	1sbK	1R	6
Visual 1 (6 LP)						
	Visual 1	S/P	4	1sbA		6
2 . Lehrplansemester						**30**
Project 2 (6 LP)						
	Project 2 - Physical Game	Pj	3	1sbA		6

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs-leistung	Studien-leistung	Leistungs-punkte
Code 2 (6 LP)						
	Code 2	S/P	4	1sbK		6
Sound 1 (6 LP)						
	Sound 1 - Basics of sound and music design	S	4	1sbA		6
Theory 2 (6 LP)						
	Theory 2 - Game Design	S/P	2	1sbK		3
	Theory 2 - Data Driven Game Design	S	2	1KO		3
Visual 2 (6 LP)						
	Visual 2 - Game Asset Creation	S/P	4	1sbA		6
Gesamt						**60**

Tabelle 3: Hauptstudium Games & Immersive Media (3. - 7. Lehrplansemester)

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs-leistung	Studien-leistung	Leistungs-punkte
3 . Lehrplansemester						**30**
Project 3 (6 LP)						
	Project 3 - Intermediate Digital Project	Pj	3	1sbA		6
Code 3 (6 LP)						
	Code 3 - Realtime Computer Graphics	S/P	4	1sbA		6
Sound 2 (6 LP)						
	Sound 2 - Concepts and techniques in interactive and immersive audio design	S/P	4	1sbA		6
STEM 2 (6 LP)						
	STEM 2	S	4	1sbK, 1sbA[1]		6
Visual 3 (6 LP)						
	Visual 3 - Game Character Design and Animation	S/P	4	1sbA		6

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs- leistung	Studien- leistung	Leistungs- punkte
4 . Lehrplansemester						**30**
Project 4 (6 LP)						
	Project 4 - Advanced Digital Project	Pj	3	1sbA		6
Business 1 (6 LP)						
	Business 1	S	4	1sbK		6
Code 4 (6 LP)						
	Code 4	S/P	4	1K		6
STEM 3 (6 LP)						
	STEM 3 - Physical Computing	S/P	4	1sbA		6
Theory 3 (6 LP)						
	Theory 3	S	4	1sbK		6
5 . Lehrplansemester						**30**
Internship (30 LP)						
	Internship				1sbA	28
	Seminar Internship	S	2		1R	2
6 . Lehrplansemester						**30**
Project 5 (12 LP)						
	Project 5 - Complex Digital Project	Pj	3	1sbA		12
Business 2 (6 LP)						
	Business 2	S	4	1sbK		6
Elective 1 (6 LP)						
	Elective Course (WPM) see (5)			PL	SL	6
Elective 2 (6 LP)						
	Elective Course (WPM) see (5)			PL	SL	6
7 . Lehrplansemester						**30**
Project 6: Thesis (18 LP)						
	Bachelor Thesis			1T		12
	Thesis Seminar	S	2		1PN	6

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs-leistung	Studien-leistung	Leistungs-punkte
Elective 3 (6 LP)						
	Elective Course (WPM) see (5)			PL	SL	6
Elective 4 (6 LP)						
	Elective Course (WPM) see (5)			PL	SL	6
Gesamt						**150**

[1] Die gesamte Prüfungsleistung ist nur bestanden, wenn alle Teil-Prüfungsleistungen mit mindestens "ausreichend" (4,0) bewertet werden. Im Fall des Nichtbestehens müssen und dürfen nur die nichtbestandenen Teil-Prüfungsleistungen wiederholt werden.