

## § 87 Bachelorstudiengang Games & Immersive Media

- (1) The bachelor's program in Games & Immersive Media comprises of a Foundation Level Studies with two semesters of curriculum, and the 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, is 210 credit points.
- (3) The fifth curricular semester is practical study semester.
- (4) Regarding the regulations for study semesters abroad, please refer to § 3a in the General Part of the SPO.
- (5) The compulsory elective modules serve to deepen and expand the study contents on one's own responsibility. Following overarching regulations apply for all elective modules (WPM): a) In the main 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 (see module handbook and WPM offer). (b) Elective courses may be taken by students in any semester. The curriculum semester assignment is a recommendation of the Digital Media faculty with regard to the student's workload. For the basic studies, due to the given workload, the attendance of study-accompanying tutorials is preferable to elective modules. c) Course offerings outside the Digital Media faculty may also be credited, provided that they are approved by the Faculty Examination Committee after recommendation by a teacher, represented by the Associate Dean for Academic Affairs. d) Each elective module must have a scope of 6 credit points. At least half of the credit points must be earned in the form of an examination. e) At the end of their studies, students can compile a maximum of two elective modules from a combination of individual courses. The regulations mentioned here also apply to these so-called heterogeneous modules.
- (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 Tables 2 for the basic studies and 3 for the main studies. Table 1 shows an overview of the module structure.
- (7) To effectively participate in sequential courses, students must have completed the previous one(s)

Tabelle 1: Modulstruktur

Modul/ Semester	1	2	3	4	5
7	Project 6			WPM 3	WPM 4
6	Project 5	Business 2	WPM 1	WPM 2	
5	Internship				
4	Project 4	Subject Module 3			
3	Project 3	Subject Module 2			
2	Project 2	Subject Module 1			
1	Project 1	STEM 1	Code 1	Theory 1	Visual 1

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

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs- leistung	Studien- leistung	Leistungs- punkte
<b>1 . Lehrplansemester</b>						<b>30</b>
<b>Project 1 (6 LP)</b>						
	Entry Project - No Code	Pj	3	1sbA		6
<b>STEM 1 (6 LP)</b>						
	STEM 1 Seminar	V	3	1K		4
	STEM 1 Practica	P	1		1sbA	2
<b>Code 1 (6 LP)</b>						
	Code 1	S	4	1K		6
<b>Theory 1 (6 LP)</b>						
	Computer Science and HCI Theory <sup>1</sup>	V/S	4	1sbK	1R	6
<b>Visual 1 (6 LP)</b>						
	Visual 1	S/P	4	1sbA		6
<b>2 . Lehrplansemester</b>						<b>30</b>
<b>Project 2 (9 LP)</b>						
	Project 2 - Physical Game	Pj	3	1sbA		9

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungsleistung	Studienleistung	Leistungspunkte
<b>Subject Module 1 (21 LP)</b>						
	Sound 1 - Concepts and Techniques in Interactive and immersive Audio Design	S	4	1sbA		5
	Visual 2	S/P	4	1sbA		5
	Theory 2 - Game Design	S	2	1sbK		2
	Theory 2 - Data Driven Game Design	S	2	1KO		3
	Code 2	S	4	1sbK		6
<b>Gesamt</b>						<b>60</b>

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

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungsleistung	Studienleistung	Leistungspunkte
<b>3 . Lehrplansemester</b>						<b>30</b>
<b>Project 3 (9 LP)</b>						
	Project 3 - Simple Digital Project	Pj	3	1sbA		9
<b>Subject Module 2 (21 LP)</b>						
	Sound 2 - Sound and Music Design	S	4	1sbA		5
	Visual 3	S/P	2	1sbA		5
	STEM 2 <sup>1</sup>	S	4	1K	1sbA (0%)	5
	Code 3	S	2	1sbA		6
<b>4 . Lehrplansemester</b>						<b>30</b>
<b>Project 4 (9 LP)</b>						
	Project 4 - Advanced Digital Project	Pj	3	1sbA		9
<b>Subject Module 3 (21 LP)</b>						
	Business 1	S	4	1sbK		6
	STEM 3 - Physical Computing	S	2	1sbA		3
	STEM 3 - Physical Interfaces	S	2	1sbA		2
	Theory 3	S	4	1sbK		5
	Code 4 - AI	S	2	1K		3
	Code 4 - Network	S/P	2	1K		2

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungsleistung	Studienleistung	Leistungspunkte
<b>5 . Lehrplansemester</b>						<b>30</b>
<b>Internship (30 LP)</b>						
	Internship				1sbB	28
	Seminar Internship	S	2		1R	2
<b>6 . Lehrplansemester</b>						<b>30</b>
<b>Project 5 (12 LP)</b>						
	Project 5 - Complex Digital Project	Pj	3	1sbA		12
<b>Business 2 (6 LP)</b>						
	Business 2	S	4	1sbK		6
<b>WPM 1 (6 LP)</b>						
	Elective Course (WPM) see (5)		2	PL	SL	6
<b>WPM 2 (6 LP)</b>						
	Elective Course (WPM) see (5)		2	PL	SL	6
<b>7 . Lehrplansemester</b>						<b>30</b>
<b>Project 6 (18 LP)</b>						
	Thesis			1T		12
	Thesis Seminar	S	2		1PN	6
<b>WPM 3 (6 LP)</b>						
	Elective Course (WPM) see (5)		2	PL	SL	6
<b>WPM 4 (6 LP)</b>						
	Elective Course (WPM) see (5)		2	PL	SL	6
<b>Gesamt</b>						<b>150</b>

<sup>1</sup> 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.