

§ 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 10 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.

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

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

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	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	V	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)	Prüfungsleistung	Studienleistung	Leistungspunkte
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)	Prüfungsleistung	Studienleistung	Leistungspunkte
3 . Lehrplansemester						30
Project 3 (6 LP)						
	Project 3 - Simple 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)	Prüfungsleistung	Studienleistung	Leistungspunkte
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				1sbB	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
WPM 1 (6 LP)						
	Elective Course (WPM) see (5)		2	PL	SL	6
WPM 2 (6 LP)						
	Elective Course (WPM) see (5)		2	PL	SL	6
7 . Lehrplansemester						30
Project 6 (18 LP)						
	Thesis			1T		12
	Thesis Seminar	S	2		1PN	6

Modul	Lehrveranstaltung	Art	Umfang (SWS)	Prüfungs- leistung	Studien- leistung	Leistungs- punkte
WPM 3 (6 LP)						
	Elective Course (WPM) see (5)		2	PL	SL	6
WPM 4 (6 LP)						
	Elective Course (WPM) see (5)		2	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.