

# Bachelor in Media Informatics B.Sc. - Hof University — Hof University

Source:

<https://www.hof-university.com/studying-at-hof-university/our-degree-programs/media-informatics-bsc.html>

In Media Informatics, you will learn how to analyze, conceptualize, design, program and evaluate software applications and websites, interactive systems such as games or virtual reality projects. After graduation, you will be the interface between creativity and realization in the field of computer science.

Current and exciting study content

Career-oriented teaching with many practical workshops

Individual and personal support

10 very well equipped laboratories

Great student initiatives (eSports, environment, motorsports and many more)

Nice campus with cafeteria, canteen and pizzeria

The Bachelor's program Media Informatics is divided into 3 sections:

In semesters 1 - 4, we teach you not only the necessary basics, but also the most important profile-building skills for the degree program.

Semesters 5 - 6 serve to deepen and specialize in exactly those areas that are of particular interest to you. Here you can put together your own study plan from our extensive catalog of subjects.

The 7th semester is the practical semester in which you will complete a project and bachelor thesis.

Semester 1

Fundamentals of design

Animation 2D+3D

Basics of programming

Basics of information technology

Discrete mathematics

Successful studies

Semester 2

Interface and interaction design

Film

Web Development Basics

Software Engineering

Algorithms and Data Structures

Statistics

Semester 3

Software Engineering and Game Design

Virtual Reality and Augmented Reality

IT Security

Databases

Design, communication and presentation

Semester 4

Web Development, Web Design and Usability

User Experience Design

Applied Artificial Intelligence

Computer Networks

English for Computer Scientists

Semester 5 and 6

Digital Ethics

Interdisciplinary Software Development Project

Examples of elective modules:

Game Design 3D

Immersive Technologies

Human Interface Design

Transformation Design

Photo project

Audio technology

Project management

Modern App and Web Development

RESTful Web Services

Software quality management

Applied machine learning

Data analysis and data mining

Robotics

Internet of Things

Basic medical diagnostics

Practical beekeeping

Model flying

Semester 7

Practical Project

Bachelor Thesis

Analysis, conception, design and programming of software applications  
web applications  
VR and AR applications  
computer animations, games and videos  
apps for mobile devices

software applications

web applications

VR and AR applications

computer animations, games and videos

apps for mobile devices

Knowledge and application of various programming languages

Basic knowledge of mathematics and statistics

Basic knowledge of information technology

Design of software architecture

You can become:

Game Designer

Game Developer

Software Developer

Interface Designer

Web and App Designer

Web Developer

User Experience Designer

Data Scientist

IT Security Expert

IT Consultant

IT Project Manager

and much more

You can work here:

Software houses and agencies

Film and video studios

Internet companies and web agencies

Design, creative and advertising agencies

Industrial companies

Broadcasters and publishers

Management consultancies

and much more

"The details are not the details. They make the design."(Charles Eames)

Media Informatics

July 15

Info and services

Timetable

Here you find your timetable.

The campus is the management and administrative center of the university. Here you will find the university library, high-tech laboratories and university sports facilities.

More about Campus Hof

Head of Program

Student Counseling

Student Affairs - Program Manager

Prof. Ina Günther

Doreen Rustler

Michael Luft