

My Game-Engineering modules at Hochschule Kempten

term 1: linear Algebra, It-systems, computer science introduction, 3D modelling and animation (Blender), programming 1

term 2: analysis, computer science theory, game design, drawing and design, programming 2, algorithms and data structures

term 3: databases, GE-Lab (game project), game engineering, computer graphics, software engineering, operating systems

term 4: probability theory, discrete mathematics, human-computer interaction, 3D animation, distributed computing, IT-project management,

term 5: internship, practical term

term 6, 7: elective subjects, seminar paper, bachelor project, bachelor thesis

Source: https://www.hs-kempten.de/fileadmin/Fakultaet/IF/Stg/ba/Game_Engineering/WS2122_GE_Modulhandbuch.pdf (graphic on page 5)