SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7
Game Development Basics 1 (10 ECTS)	Game Development Basics 2 (10 ECTS)	Core Elective 1: Game Arts (10 ECTS)	Core Elective 2: Game Arts (10 ECTS)	Internship (25 ECTS)	Core Elective 3: Game Arts (10 ECTS)	Core Elective 4: Game Arts (6 ECTS)
Game Arts Game Design Game Programming	Game Arts Game Design Game Programming	Core Elective 1: Game Design (10 ECTS)	Core Elective 2: Game Design (10 ECTS)	or	Core Elective 3: Game Design (10 ECTS)	Core Elective 4: Game Design (6 ECTS)
		Core Elective 1: Game Programming (10 ECTS)	Core Elective 2: Game Programming (10 ECTS)	Exchange Semester (25 ECTS)	Core Elective 3: Game Programming (10 ECTS)	Core Elective 4: Game Programming (6 ECTS)
Basic Media & Game Studies 1 (5 ECTS)	Basic Media & Game Studies 2 (5 ECTS)	Basic Media & Game Studies 3 (5 ECTS)	Intermediate Media & Game Studies 1 (5 ECTS)	or	Intermediate Media & Game Studies 2 (7 ECTS)	
Collaborative Project 1 (10 ECTS)	Collaborative Project 2 (10 ECTS)	Collaborative Project 3 (10 ECTS)	Collaborative Project 4 (10 ECTS)	Self-Initiated Project (25 ECTS)	Collaborative Project 5 (10 ECTS)	Bachelor Project (12 ECTS)
						Colloquium / Presentation (5 ECTS)
Reflection & Community 1 (5 ECTS)	Reflection & Community 2 (5 ECTS)	Reflection & Community 3 (5 ECTS)	Reflection & Community 4 (5 ECTS)	Reflection & Community 5 (5 ECTS)	Reflection & Community 6 (5 ECTS)	Reflection & Community 7 (5 ECTS)
30 ECTS	30 ECTS	30 ECTS	30 ECTS	30 ECTS	30 ECTS	30 ECTS