

YEAR 1

AUTUMN

Serious Games programme	Player Experience programme
Game Design, 7.5 credits	
Project Serious Games, 15 credits	Applied Player Experience, 15 credits
Serious Games – Research and Development, 7.5 credits	Player Experience – Research and Development, 7.5 credits

SPRING

Experimental Game Evaluation, 7.5 credits	
Educational Games – Advanced Topics, 7.5 credits	Player Experience – Advanced Topics, 7.5 credits
Game Development – Research and Development, 7.5 credits	
Game Development – Field Studies, 7.5 credits	

☐ Read together regardless of specialization

YEAR 2

AUTUMN

Serious Games programme	Player Experience programme
Electable courses: International Exchange, 30 credits Game Project, 15 credits Advanced Research Perspectives on Worldbuilding, 7.5 credits Research Creation in Media Production, 15 credits Narrative in New Media as an Area of Research, 7.5 credits	
Applied Player Experience, 15 credits	Project Serious Games, 15 credits
Player Experience – Research and Development, 7.5 credits	Serious Games – Research and Development, 7.5 credits

SPRING

Master Degree Project in Informatics with a Specialization in Game Development, 30 credits
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