

Department of Game Design

Provided qualifications and study plans

Game Desing (N0211A310008) – continuing master's programme.....2

Study plan
 Herní design - magistr

Code	Course Name	1st year		2nd year		ECTS
		WS	SS	WS	SS	
Povinné předměty hlavní						
312KZ	Final Commission		ZK-1-12PS 312KZ			1
Minimal number of credits						1
Povinné předměty						
312AH	Graduate Game				ZK-19-12CS 312AH	19
312DGH	Digital Game Histories	ZK-2-2PT 312DGH				2
312DN*	Workshop	ZK-4-4ST 312DN1	ZK-4-4ST 312DN2	ZK-4-4ST 312DN3	ZK-4-4ST 312DN4	16
312HP	Game Prototype		ZK-12-12CS 312HP			12
312HT*	Game Theory		ZK-2-2PS+6SS 312HT1	ZK-2-18PS+6SS 312HT2		4
312KHD*	Chapters from Game Design	Z-3-20PS+4CS 312KHD1	Z-3-24PS+4CS 312KHD2			6
312MW*	Middleware	Z-3-3ST 312MW1	Z-3-3ST 312MW2	Z-3-3ST 312MW3		9
312SAPH	Computer Game Analysis Seminar			ZK-2-2ST 312SAPH		2
312SHS	Game Studio Internship		Z-8-160P 312SHS	Z-8-160P 312SHS	Z-8-160P 312SHS	8
312VPH	Development of Computer Games		ZK-6-4PS+0CS 312VPH			6
312ZP	The Basics of Programming	Z-3-12SS+24CS 312ZP				3
Minimal number of credits						87
Povinné předměty s možností opakovaného zapsání						
702FAOU*	English for Students of Film	ZK-3-2T 702FAOU3	ZK-3-2T 702FAOU4			6
Minimal number of credits						6
Povinně volitelné předměty						
312PVAM	MULTIMEDIA CREATION_KHD	In this group you have to obtain at least 8 credits				8
312PVB1	SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD	In this group you have to obtain at least 6 credits				6
312PVB2	HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD	In this group you have to obtain at least 4 credits				4
Minimal number of credits						18
Volitelné předměty						
702CJV_2020	FOREIGN LANGUAGES FAMU - OPTIONAL					0
703TFV_2020	PHYSICAL EDUCATION FAMU - OPTIONAL					0
300VPZ_2020	OPTIONAL SUBJECTS					0
300MOD_2020	MODULES FAMU					0
312MOD	MODULES KHD					0
Minimal number of credits						0
Total number of set credits						112
Number of credits that have to be obtained from optional subjects						8
Total number of credits						120

Subjects of profiling base

Subject	Type	During final examination the following will be evaluated
Final Commission (312KZ)	PS	Graduate performance
Animation and Graphics in Computer Games 1 (312AGPH1)	PS	Multimedia Creation (S312MMT)
Animation and Graphics in Computer Games 2 (312AGPH2)	PS	
Basics of Interactive Sound Creation 1 (312ZIZT1)	PS	
Basics of Interactive Sound Creation 2 (312ZIZT2)	PS	
Game Scriptwriting 1 (312HS1)	PS	
Game Scriptwriting 2 (312HS2)	PS	
Chapters from Game Design 1 (312KHD1)	PS	Game Design (S312MHD)
Chapters from Game Design 2 (312KHD2)	PS	
Workshop 1 (312DN1)	PS	
Workshop 2 (312DN2)	PS	
Workshop 3 (312DN3)	PS	
Workshop 4 (312DN4)	PS	Game History and Theory (S312MHHT)
Digital Game Histories (312DGH)	BS	
Game Theory 1 (312HT1)	BS	
Game Theory 2 (312HT2)	BS	

Study plan – 1st year
 Herní design - magistr

Course Name <i>tutor</i>	WS				SS			
	code	completion	ECTS	range	code	completion	ECTS	range
Povinné předměty hlavní								
Final Commission					312KZ	ZK	1	12PS
Minimal number of credits per semester	0				1			
Povinné předměty								
Digital Game Histories	312DGH	ZK	2	2PT				
Workshop	312DN1	ZK	4	4ST	312DN2	ZK	4	4ST
Game Prototype					312HP	ZK	12	12CS
Game Theory					312HT1	ZK	2	20PS+6SS
Chapters from Game Design	312KHD1	Z	3	20PS+4CS	312KHD2	Z	3	24PS+4CS
Middleware	312MW1	Z	3	3ST	312MW2	Z	3	3ST
Game Studio Internship					312SHS	Z	8	160P
Development of Computer Games					312VPH	ZK	6	46PS+90CS
The Basics of Programming	312ZP	Z	3	12SS+24CS				
Minimal number of credits per semester	15				30			
Povinné předměty s možností opakovaného zapsání								
English for Students of Film	702FAOU3	ZK	3	2T	702FAOU4	ZK	3	2T
Minimal number of credits per semester	3				3			
Povinně volitelné předměty								
<i>MULTIMEDIA CREATION_KHD</i>	In this group you have to obtain throughout your study at least 8 credits							
<i>SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD</i>	In this group you have to obtain throughout your study at least 6 credits							
<i>HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD</i>	In this group you have to obtain throughout your study at least 4 credits							
Minimal number of credits per semester	0				0			
Volitelné předměty								
<i>FOREIGN LANGUAGES FAMU - OPTIONAL</i>								
<i>PHYSICAL EDUCATION FAMU - OPTIONAL</i>								
<i>OPTIONAL SUBJECTS</i>								
<i>MODULES FAMU</i>								
Minimal number of credits per semester	0				0			
Total number of set credits	18				34			
Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects	12				-4			
Total recommended number of credits per semester	30				30			

Study plan – 2nd year
 Herní design - magistr

Course Name <i>tutor</i>	WS				SS			
	code	completion	ECTS	range	code	completion	ECTS	range
Povinné předměty								
Graduate Game					312AH	ZK	19	12CS
Workshop	312DN3	ZK	4	4ST	312DN4	ZK	4	4ST
Game Theory	312HT2	ZK	2	18PS+6SS				
Middleware	312MW3	Z	3	3ST				
Computer Game Analysis Seminar	312SAPH	ZK	2	2ST				
Game Studio Internship	312SHS	Z	8	160P	312SHS	Z	8	160P
Minimal number of credits per semester	11				23			
Povinné předměty s možností opakovaného zapsání								
Minimal number of credits per semester	0				0			
Povinně volitelné předměty								
<i>MULTIMEDIA CREATION_KHD</i>	In this group you have to obtain throughout your study at least 8 credits							
<i>SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD</i>	In this group you have to obtain throughout your study at least 6 credits							
<i>HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD</i>	In this group you have to obtain throughout your study at least 4 credits							
Minimal number of credits per semester	0				0			
Volitelné předměty								
<i>FOREIGN LANGUAGES FAMU - OPTIONAL</i>								
<i>PHYSICAL EDUCATION FAMU - OPTIONAL</i>								
<i>OPTIONAL SUBJECTS</i>								
<i>MODULES FAMU</i>								
Minimal number of credits per semester	0				0			
Total number of set credits	11				23			
Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects	19				7			
Total recommended number of credits per semester	30				30			

Groups of study qualification optional subjects

312PVAM

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
312AGPH1	Animation and Graphics in Computer Games 1	Z	2	1FS-6CS			
312AGPH2	Animation and Graphics in Computer Games 2				Z	2	2FS-6CS
312ZIZT1	Basics of Interactive Sound Creation 1	Z	2	1FS-2SS			
312ZIZT2	Basics of Interactive Sound Creation 2				Z	2	8FS-2SS
312HS1	Game Scriptwriting 1	Z	2	2ST			
312HS2	Game Scriptwriting 2				Z	2	2ST

312PVB1

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
312GAAH	Game Art and Art Games	ZK	2	24PS	ZK	2	24PS
312GJ	Game Jam	Z	1	12SS	Z	1	12SS
312GPH	Gender and Computer Games				ZK	2	28PS
312IGS	Introduction to Game Studies	ZK	2	1FS-6SS	ZK	2	1FS-6SS
312PDH1	Production and Distribution of Games 1				Z	2	2FS-4SS
312PDH2	Production and Distribution of Games 2	Z	2	2FS-4SS			
312TIM	Theory of Interactive Media	Z	2	1FS-6SS			

312PVB2

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
373SF1	Contemporary Philosophy 1	Z	2	2PT			
373SF2	Contemporary Philosophy 2				Z	2	2PT
302FIRE1	Film Language 1	Z	1	2PT			
302FIRE2	Film Language 2				ZK	2	2PT
373VU1	Fine Arts 1	ZK	2	2PT			
373VU2	Fine Arts 2				ZK	2	2PT
308DH1	History of Music 1	Z	1	2PT			
308DH2	History of Music 2				ZK	2	2PT
373IS1	Imaginary Worlds 1	ZK	2	2PT			
373IS2	Imaginary Worlds 2				ZK	2	2PT
373DNM1	New Media History 1	ZK	3	4PT			
373DNM2	New Media History 2				ZK	3	4PT
373PI1	Politics of infrastructures 1	Z	2	2ST			
373PI2	Politics of infrastructures 2				Z	2	2ST
309MAN1	Possibilities of Animation 1	Z	2	24PS			
309MAN2	Possibilities of Animation 2				ZK	2	28PS
373UPO	The Art of the Moving Image				Z	2	2ST
308ZH	The Basics of Music				ZK	2	2T
373MOM1	The Power of the Image, The Image of Power 1	Z	2	2T			
373MOM2	The Power of the Image, The Image of Power 2				ZK	2	2T
373MM1	Thought and Media 1				Z	2	2ST

312PVB2 (continued)

Code	Course Name	WS			SS		
		completion	ECTS	range	completion	ECTS	range
373MM2	Thought and Media 2	ZK	2	2ST			