

**Study plan**  
Herní design - magistr

Code	Course Name	1st year		2nd year		ECTS
		WS	SS	WS	SS	
<b>Required main subjects</b>						
312KZ	Final Commission		ZK-1-12PS 312KZ			1
<b>Minimal number of credits</b>						<b>1</b>
<b>Required subjects</b>						
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-6-6PS+6CS 312VPH			6
312ZP	The Basics of Programming	Z-3-12SS+4CS 312ZP				3
<b>Minimal number of credits</b>						<b>87</b>
<b>Required subjects with the possibility of repeat registration</b>						
702FAOU*	English for Students of Film	ZK-3-2ST 702FAOU3	ZK-3-2ST 702FAOU4			6
<b>Minimal number of credits</b>						<b>6</b>
<b>Required elective subjects</b>						
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
<b>Minimal number of credits</b>						<b>18</b>
<b>Elective subjects</b>						
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
<b>Minimal number of credits</b>						<b>0</b>
<b>Total number of set credits</b>						<b>112</b>
<b>Number of credits that have to be obtained from optional subjects</b>						<b>8</b>
<b>Total number of credits</b>						<b>120</b>

**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	

## 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 <i>Jana KILJÁNOVÁ, Lucie TVAROHOVÁ</i>	Z	2	<del>1PS+6SS</del>			
312AGPH2	Animation and Graphics in Computer Games 2 <i>Jana KILJÁNOVÁ, Lucie TVAROHOVÁ</i>				Z	2	<del>2PS+6SS</del>
312ZIZT1	Basics of Interactive Sound Creation 1 <i>Lubor KOPECKÝ, Pavel KOPECKÝ, Tomáš ORAMUS</i>	Z	2	<del>2PS+6SS</del>			
312ZIZT2	Basics of Interactive Sound Creation 2 <i>Tomáš ORAMUS</i>				Z	2	<del>8PS+2SS</del>
312HS1	Game Scriptwriting 1 <i>Lubor DOHNAL, Marek GRAJCIAR</i>	Z	2	2ST			
312HS2	Game Scriptwriting 2 <i>Marek GRAJCIAR</i>				Z	2	2ST

## 312PVB1

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
312PHSR	Computer games, society and representation <i>Tereza FOUSEK KROBOVÁ</i>				ZK	2	28PS
312GAAH	Game Art and Art Games <i>Helena BENDOVIÁ</i>	ZK	2	24PS	ZK	2	24PS
312GJ	Game Jam <i>Jaroslav MELOUN, Andrej SÝKORA</i>	Z	1	12SS	Z	1	12SS
312IGS	Introduction to Game Studies	ZK	2	<del>1PS+6SS</del>	ZK	2	<del>1PS+6SS</del>
312JSH	Japanese survival horror <i>Josef TICHÝ</i>				ZK	2	24PS
312PDH1	Production and Distribution of Games 1 <i>Lubor KOPECKÝ, Lukáš MILÁČEK</i>				Z	2	<del>2PS+6SS</del>
312PDH2	Production and Distribution of Games 2 <i>Lukáš MILÁČEK</i>	Z	2	<del>2PS+6SS</del>			
312TIM	Theory of Interactive Media <i>Andrej SÝKORA</i>	Z	2	<del>1PS+6SS</del>			

Groups of study qualification optional subjects

312PVB2

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
373SF1	Contemporary Philosophy 1 <i>Martin BLAŽIČEK, Miroslav PETŘÍČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2 <i>Miroslav PETŘÍČEK</i>				Z	2	2PT
302FIRE1	Film Language 1 <i>Petr MAREK</i>	Z	1	2PT			
302FIRE2	Film Language 2 <i>Petr MAREK</i>				ZK	2	2PT
373VU1	Fine Arts 1 <i>Anežka BARTLOVÁ</i>	ZK	2	2PT			
373VU2	Fine Arts 2 <i>Anežka BARTLOVÁ</i>				ZK	2	2PT
308DH1	History of Music 1 <i>Pavel KOPECKÝ</i>	Z	1	2PT			
308DH2	History of Music 2 <i>Pavel KOPECKÝ</i>				ZK	2	2PT
373IS1	Imaginary Worlds 1 <i>Jindřiška BLÁHOVÁ, Dita MALEČKOVÁ</i>	ZK	2	2PT			
373IS2	Imaginary Worlds 2 <i>Jindřiška BLÁHOVÁ, Dita MALEČKOVÁ</i>				ZK	2	2PT
373DNM1	New Media History 1 <i>Martin BLAŽIČEK</i>	ZK	3	4PT			
373DNM2	New Media History 2 <i>Eric ROSENZVEIG</i>				ZK	3	4PT
376PSK	Perspectives of Contemporary World Cinema <i>Jindřiška BLÁHOVÁ, Šimon Holý, Pavla Janoušková Kubečková, Václav KADRŇKA, Aleš STUHLÝ</i>	ZK	1	3PT	ZK	1	3PT
309MAN1	Possibilities of Animation 1 <i>Pavel HORÁČEK, Michaela PAVLÁTOVÁ</i>	Z	2	24PS			
376TST	Television series through the lens of feminist theories <i>Jindřiška BLÁHOVÁ, Iva Bastarová</i>	ZK	2	2PT			
373UPO	The Art of the Moving Image <i>Martin BLAŽIČEK</i>	Z	2	3ST			
308ZH	The Basics of Music <i>Pavel KOPECKÝ</i>				ZK	2	2T
376VPSK	The Century of the Camera <i>Ondřej BELICA, Jindřiška BLÁHOVÁ, Jakub FELCMAN, David ČENĚK</i>	Z	2	2PT			
373MM1	Thought and Media 1 <i>Anežka BARTLOVÁ, Pavol FABUŠ</i>				Z	2	2ST
373MM2	Thought and Media 2 <i>Anežka BARTLOVÁ, Pavol FABUŠ</i>	ZK	2	2ST			