

# 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	
<b>Povinné předměty hlavní</b>						
312KZ	Final Commission		ZK-1-12PS 312KZ			1
<b>Minimal number of credits</b>						<b>1</b>
<b>Povinné předměty</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-6-4PS+0CS 312VPH			6
312ZP	The Basics of Programming	Z-3-12SS+24CS 312ZP				3
<b>Minimal number of credits</b>						<b>87</b>
<b>Povinné předměty s možností opakovaného zapsání</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>Povinně volitelné předměty</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>Volitelné předměty</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**

<b>Subject</b>	<b>Type</b>	<b>During final examination the following will be evaluated</b>
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
<b>Povinné předměty hlavní</b>								
Final Commission <i>Jan BERNARD, Andrej Sýkora</i>					312KZ	ZK	1	12PS
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>1</b>			
<b>Povinné předměty</b>								
Digital Game Histories <i>Jan BERNARD, Jaroslav ŠVELCH</i>	312DGH	ZK	2	2PT				
Workshop <i>Michal BERLINGER</i>	312DN1	ZK	4	4ST	312DN2	ZK	4	4ST
Game Prototype <i>Michal BERLINGER</i>					312HP	ZK	12	12CS
Game Theory <i>Tereza FOUSEK KROBOVÁ, Jaroslav ŠVELCH</i>					312HT1	ZK	2	20PS+6SS
Chapters from Game Design <i>Michal BERLINGER, Andrej Sýkora, Ondřej TRHOŇ, Jaroslav ŠVELCH</i>	312KHD1	Z	3	20PS+4CS	312KHD2	Z	3	24PS+4CS
Middleware <i>Michal BERLINGER</i>	312MW1	Z	3	3ST	312MW2	Z	3	3ST
Game Studio Internship <i>Michal BERLINGER</i>					312SHS	Z	8	160P
Development of Computer Games <i>Vojtěch ČERNÝ</i>					312VPH	ZK	6	46PS+90CS
The Basics of Programming <i>Andrej Sýkora</i>	312ZP	Z	3	12SS+24CS				
<b>Minimal number of credits per semester</b>	<b>15</b>				<b>30</b>			
<b>Povinné předměty s možností opakovaného zapsání</b>								
English for Students of Film <i>Klára BICANOVÁ, Ludmila BOHUSLAVOVÁ</i>	702FAOU3	ZK	3	2ST	702FAOU4	ZK	3	2ST
<b>Minimal number of credits per semester</b>	<b>3</b>				<b>3</b>			
<b>Povinně volitelné předměty</b>								
<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							
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>0</b>			
<b>Volitelné předměty</b>								
<i>FOREIGN LANGUAGES FAMU - OPTIONAL</i>								
<i>PHYSICAL EDUCATION FAMU - OPTIONAL</i>								
<i>OPTIONAL SUBJECTS</i>								
<i>MODULES FAMU</i>								
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>0</b>			
<b>Total number of set credits</b>	<b>18</b>				<b>34</b>			
<b>Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects</b>	<b>12</b>				<b>-4</b>			
<b>Total recommended number of credits per semester</b>	<b>30</b>				<b>30</b>			

**Study plan – 2nd year**  
Herní design - magistr

Course Name <i>tutor</i>	WS				SS			
	code	completion	ECTS	range	code	completion	ECTS	range
<b>Povinné předměty</b>								
Graduate Game <i>Jaroslav MELOUN</i>					312AH	ZK	19	12CS
Workshop <i>Michal BERLINGER, Jaroslav MELOUN</i>	312DN3	ZK	4	4ST	312DN4	ZK	4	4ST
Game Theory <i>Jan BERNARD, Tereza FOUSEK KROBOVÁ, Eva LUKAVSKÁ, Jaroslav ŠVELCH</i>	312HT2	ZK	2	18PS+6SS				
Middleware <i>Ondřej PAŠKA</i>	312MW3	Z	3	3ST				
Computer Game Analysis Seminar <i>Tereza FOUSEK KROBOVÁ</i>	312SAPH	ZK	2	2ST				
Game Studio Internship <i>Michal BERLINGER</i>	312SHS	Z	8	160P	312SHS	Z	8	160P
<b>Minimal number of credits per semester</b>	<b>11</b>				<b>23</b>			
<b>Povinné předměty s možností opakovaného zapsání</b>								
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>0</b>			
<b>Povinné volitelné předměty</b>								
<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							
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>0</b>			
<b>Volitelné předměty</b>								
<i>FOREIGN LANGUAGES FAMU - OPTIONAL</i>								
<i>PHYSICAL EDUCATION FAMU - OPTIONAL</i>								
<i>OPTIONAL SUBJECTS</i>								
<i>MODULES FAMU</i>								
<b>Minimal number of credits per semester</b>	<b>0</b>				<b>0</b>			
<b>Total number of set credits</b>	<b>11</b>				<b>23</b>			
<b>Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects</b>	<b>19</b>				<b>7</b>			
<b>Total recommended number of credits per semester</b>	<b>30</b>				<b>30</b>			

Groups of study qualification optional subjects

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 KILIÁNOVÁ, Ondřej SAMOHEL</i>	Z	2	1PS-6CS			
312AGPH2	Animation and Graphics in Computer Games 2 <i>Jana KILIÁNOVÁ</i>				Z	2	2PS-6CS
312ZIZT1	Basics of Interactive Sound Creation 1 <i>Tomáš ORAMUS</i>	Z	2	1PS-2SS			
312ZIZT2	Basics of Interactive Sound Creation 2 <i>Tomáš ORAMUS</i>				Z	2	8PS-2SS
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
312GAAH	Game Art and Art Games <i>Hélène BENDOVIÁ</i>	ZK	2	24PS	ZK	2	24PS
312GJ	Game Jam <i>Jaroslav MELOUN, Andrej Šykora</i>	Z	1	12SS	Z	1	12SS
312GPH	Gender and Computer Games <i>Tereza FOUSEK KROBOVÁ</i>				ZK	2	28PS
312IGS	Introduction to Game Studies	ZK	2	1PS-6SS	ZK	2	1PS-6SS
312PDH1	Production and Distribution of Games 1 <i>Lubor KOPECKÝ</i>				Z	2	2PS-4SS
312PDH2	Production and Distribution of Games 2 <i>Lubor KOPECKÝ</i>	Z	2	2PS-4SS			
312TIM	Theory of Interactive Media <i>Andrej Šykora</i>	Z	2	1PS-6SS			

## 312PVB2

Code	Course Name	WS			SS		
		completion	ECTS	range	completion	ECTS	range
373SF1	Contemporary Philosophy 1 <i>Martin BLAŽIČEK, Miroslav PETRIČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2 <i>Miroslav PETRIČEK</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>Denisa Tomková</i>	ZK	2	2PT			
373VU2	Fine Arts 2 <i>Denisa Tomková</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>Jan BERNARD, Dita MALEČKOVÁ</i>	ZK	2	2PT			
373IS2	Imaginary Worlds 2 <i>Dita MALEČKOVÁ, Ladislav ŠERÝ</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
309MAN1	Possibilities of Animation 1 <i>Pavel HORÁČEK, Michaela PAVLÁTOVÁ</i>	Z	2	24PS			
309MAN2	Possibilities of Animation 2 <i>Michael CARRINGTON, Michaela HOFFOVÁ, Ondřej JAVORA, Aurel KLIMT, Pavel KOUTSKÝ, Zuzana MAREŠOVÁ, Michaela PAVLÁTOVÁ, Libor PIXA</i>				ZK	2	28PS
373UPO	The Art of the Moving Image <i>Denisa Tomková</i>				Z	2	2ST
308ZH	The Basics of Music <i>Pavel KOPECKÝ</i>				ZK	2	2T
373MOM1	The Power of the Image, The Image of Power 1 <i>Ladislav ŠERÝ</i>	Z	2	2T			
373MOM2	The Power of the Image, The Image of Power 2				ZK	2	2T
373MM1	Thought and Media 1 <i>Pavol FABUS</i>				Z	2	2ST
373MM2	Thought and Media 2	ZK	2	2ST			