

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-6-6PS+6CS 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-3-2ST 702FAOU3	ZK-3-2ST 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	

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, Ondrej SAMOHEL</i>	Z	2	1PS+6SS			
312AGPH2	Animation and Graphics in Computer Games 2 <i>Jana KILIÁNOVÁ</i>				Z	2	2PS+6SS
312ZIZT1	Basics of Interactive Sound Creation 1 <i>Tomáš ORAMUS</i>	Z	2	2PS+6SS			
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>Helena 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+6SS
312PDH2	Production and Distribution of Games 2 <i>Lubor KOPECKÝ</i>	Z	2	2PS+6SS			
312TIM	Theory of Interactive Media <i>Andrej Šykora</i>	Z	2	1PS+6SS			

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 PETŘIČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2 <i>Miroslav PETŘIČEK</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>Pavel FABUS</i>				Z	2	2ST
373MM2	Thought and Media 2	ZK	2	2ST			