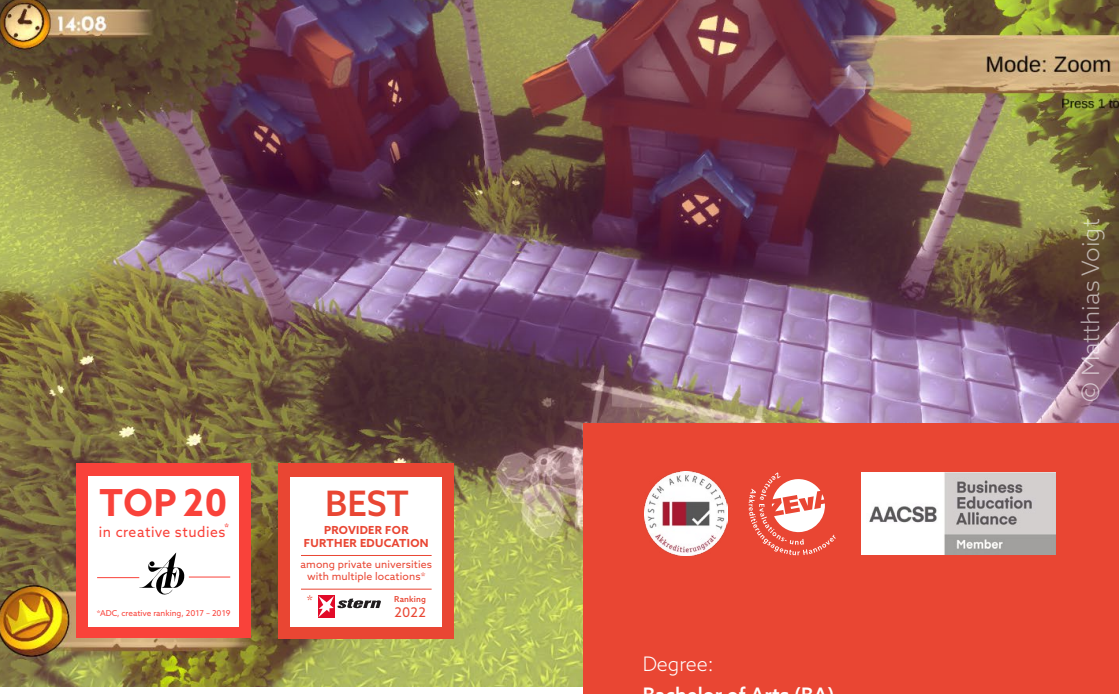
University of Europe for Applied Sciences

Study **Game Design, BA** at the UE

Design and develop your own games.

© Laurie Bujnowski



Why the UE?

We, the University of Europe for Applied Sciences (UE), are acknowledging games as artistic-cultural artefacts and train you in a hands-on and industry-oriented way based on up-to-date technologies in our Game Design course. We see Game Design as an expressive medium, and Game Designers as digital authors capable of creating games rooted in their individual experiences and ideas. Our close relationship to the game creators scene and related media enables us to connect students to the industry and form a friendly and professional community.

Students are learning the interrelatedness of Game Design, Game Arts and Game Programming in all its aspects. The development of the game projects is framed by a deep media-theoretical analysis of the medium games, as well as an overview of the management and financial conditions of the local and international game industry.

Degree:
Bachelor of Arts (BA)

Credits:
6 semesters, 180 ECTS

Start:
Summer semester - March
Winter semester - September

Languages:
English (Berlin), German (Hamburg)

Locations:
Berlin and Hamburg

Admission requirement:

- **High school/Bachelor diploma and transcript**
- **Language qualification, B2 Level**
- **Curriculum Vitae** (CV)
- **Copy of Passport** (scanned)
- **Motivation letter** (min. 500 words)
- **Portfolio**
  5 - 10 work samples made by you: Concept sketches, storyboards, collages, renderings and other design projects are welcome. Additionally either a digital game (.exe as ZIP) or a written game concept (1 page).

Perspectives at the UE

From the first semester onwards you learn to work on projects in interdisciplinary teams and to creatively shape the development process. Game development is grounded on the theoretical understanding of the play and is supplemented by the overview of the national and international games industry. In interdisciplinary seminars, workshops, study trips and the internship opportunity in the fifth semester, you will expand your knowledge and gain practical experience.

After your successfull graduation, you will have numerous fields of work available, such as game and play design, game development, game art, system design, level and narrative design. You can work at major development studios or small indie game companies or in games journalism and games research.

All advantages at a glance

- Professional equipment (game lab, VR equipment, PC pools as well as rental equipment)
- Internship or semester abroad at one of our partner universities
- Interdisciplinary studies
- Our ‚Foundation Diploma' gives you a unique opportunity to learn the basics of our Art & Design study programmes in just one semester plus improve your english to meet UE admission requirements.
- Practice-oriented teaching by experts
- Building an international network and contacts with our collaboration partners
- Support with applications and with job placement through our Career Center
- The programme is supported with UE scholarships

1st + 2nd semester	3rd + 4th semester	5th semester	6th semester
Project modules • Game & Play • Game Development • Art, Design and Cultural Studies • Code & Algorithm • Theories and Discourses in Media and Cultural Theory • Art for Games • Technological design methods • Digital and analog workflows	**Project specific works** • Games as Research • Games as Narrative • Games as Cultural Technique • Games as Expression • Discourses of aesthetics & ethics • Digital & analog techniques • Business Start-Up • BA Proposal	• Internship or Semester abroad	**Bachelor's thesis,** • Visualization and documentation • Presentation methods

For more information, feel free to contact our student advisor.

Apply now

Contact

Student Admissions for enquiries from applicants and prospects from Germany

Contact number: +49 30 338 539 710
Email address: study@ue-germany.com

Student Advice for enquiries from applicants and prospects from other EU and NON-EU countries

Contact number: +49 30 338 539 510
Email address: student.advice@ue-germany.com

More impressions of the programme

archiv.ue-germany.com (graduate projects)
gamedesign.ue-germany.de/ (blog)

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www.ue-germany.com