Technische Hochschule Nürnberg

DEGREE PROGRAMME OVERVIEW

Game Design

M.A.

Master Game Design

Edition 1 - valid as of 15 March 2027 - pursuant to the Faculty board resolution of 04 November 2026

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1 General information

1.1 Regulatory basis

This document is based on the following regulations:

- University examination regulations (Allgemeine Studien- und Prüfungsordnung der Technische Hochschule Nürnberg Georg Simon Ohm)
- Study and examination regulations of the *Game Design* master's degree programme at the Technische Hochschule Nürnberg Georg Simon Ohm (SPO M-GD)
- Module Catalogue - *Game Design* (M.A.)

1.2 Overview of changes to this document

Edition	Re-placed page(s)	Valid as of date	Relevant regulation	Composition (pages and versions)																	
				1	2	3	4	5													
1	NEW	15 March 2027	FRS of 04 November 2026	1	1	1	1	1													

1.3 Glossary of abbreviations and acronyms

FWPM	(specialist) required elective module	fachwissenschaftliches Wahlpflichtmodul
FRS	Faculty board meeting	Fakultätsratssitzung
Kl	written examination	Klausur
LN	assessment	Leistungsnachweis
ECTS	ECTS credits	Leistungspunkte
Koll	colloquium	Kolloquium
LV	course	Lehrveranstaltung
MA	master's thesis	Masterarbeit
mündP	oral examination	mündliche Prüfung
PA	project work	Projektarbeit
Pr	practical course/laboratory	Praktikum

praktS	Practical Coursework	Praktische Studienleistung
Pro	project	Projekt
Ref	presentation	Referat
S	seminar	Seminar
SPO	study and examination regulations	Studien- und Prüfungsordnung
schrP	written examination	schriftliche Prüfung
StA	Project Paper /Term Paper	Studienarbeit
SU	seminar-style course	seminaristischer Unterricht
SWS	lecture hours per week	Semesterwochenstunden
Ü	exercises	Übung
WPM	required elective module	Wahlpflichtmodul

2 Programme structure / plan

		Module name	Type of course	SWS	ECTS	Assessments		Comments
						Type	Duration (minutes)	
Semester 1	1	Game Design Loop	SU, Ü	4	5	praktS		
	2	Team & Project	S	2	2,5	praktS		
	3	Game Engine 101	SU, Ü	2	2,5	praktS		
	4	Game as a System	SU, Ü	4	5	praktS		5)
	5	Subject-specific required elective modules “Basics” group	SU, Ü, S	12	15	SchrP/ mündPr/ praktS	90/ 30	3) 5)
			Subtotal	24	30			
Semester 2	6	Project part 1	Pro	5	10	StA		5)
	7	Subject-Specific Mentoring Part 1	S	2	2,5	praktS		
	8	Community Building & Pitching	S	4	5	praktS		
	9	Game Analysis Seminar	S	2	2,5	StA		5)
	10	Subject-specific required elective modules “Deep Dives” group	SU, Ü, S	8	10	SchrP / mündPr / praktS	90/ 30	2) 5)
			Subtotal	21	30			
Semester 3	11	Project part 2	Pro	5	10	StA		5)
	12	Subject-Specific Mentoring Part 2	S	2	2,5	praktS		
	13	Game Science	SU, Ü	4	5	praktS		5)
	14	Business Basics	SU, Ü	2	2,5	SchrP	90	
	15	Subject-specific required elective modules „Deep Dives” group	SU, Ü, S	8	10	SchrP / mündPr / praktS	90/ 30	1) 2) 5)
			Subtotal	21	30			
Semester 4	16	Master’s thesis			20	MA	30	5)
	17	Master seminar	S	2	2,5	Ref		4)
	18	Publication and Marketing	S	2	2,5	praktS		
	19	Polishing + Beyond	S	4	5	praktS		
			Subtotal	8	30			
			Total	**74**	**120**			

Footnotes

1) The catalogues of Subject-specific required elective modules (FWPMs) for both the “Basics” and “Deep Dives” groups are approved by the Faculty Councils of the Faculties of Design, Electrical Engineering, Precision Engineering and Information Technology, and Computer Science for each semester and are published by the respective faculties. Detailed information on the individual modules is provided in these catalogues.

2) Admission requirements for individual Deep Dive modules are specified in the module handbook. Restricted elective modules in the “Deep Dives” group are offered as courses worth 2.5 ECTS credits and 5 ECTS credits. Students may choose either four 2.5 ECTS courses, or two 2.5 ECTS courses and one 5 ECTS course, or two 5 ECTS courses.

3) For the Subject-specific required elective modules in the “Basics” group, three modules are assigned individually by the Examination Committee. Students cannot choose these modules freely. Each module is worth 5 ECTS credits.

4) Final presentation of 30 minutes, followed by a discussion and questioning. The result is taken into account in the grading of the Master's thesis.

5) Counts towards the final grade.

3 Subject-specific required elective modules

Group	Semester	Total scope	Module Selection
Basics	1st Semester	15 ECTS	Modules are assigned individually by the Examination Committee at the beginning of the programme
Deep Dives	2nd Semester	10 ECTS	Selected by students from the modules offered in the winter semester
Deep Dives	3rd Semester	10 ECTS	Selected by students from the modules offered in the summer semester

Basics modules

The *Basics* modules serve to compensate for differences in students' prior academic knowledge and qualifications. The Examination Committee assigns three out of the four Basics modules listed in the module catalogue to each student individually. Students may not choose these modules themselves.

Deep Dives modules

The *Deep Dives* modules provide subject-specific specialization. They are offered each semester by the participating faculties and described in the module catalogue.

Depending on availability, modules worth 2.5 ECTS credits and 5 ECTS credits may be combined to fulfil the required workload.

The catalogues of Subject-specific Required Elective Modules for both the "Basics" and "Deep Dives" groups are approved by the Faculty Councils of the Faculties of Design, Electrical Engineering, Precision Engineering and Information Technology, and Computer Science for each semester and are published by the respective faculties. Detailed information on the individual modules is provided in these catalogues.

There is no entitlement to the offering of specific subject-specific required elective modules. The actual range of modules offered depends on the resolutions of the participating faculties and the resources available.