

## Anlage 1: Studienverlaufsplan und Bewertungsübersicht

Studienverlaufsplan (als grafische Modulübersicht)

Semester 0	Semester I	Semester II	Semester III	Semester IV
Experience Assessment 30 ECTS	Equalization & Exchange 12 ECTS	Critical Play & Adaptation 12 ECTS	Professionalization & Experimentation 12 ECTS	Master's Project 24 ECTS
	Media & Games: History & Theory I 10 ECTS	Media & Games: History & Theory II 10 ECTS	Media & Games: History & Theory III 10 ECTS	

Tabelle mit Bewertungsübersicht der Module (Mit Submodulen):

Module ID	Module Name	ECTS	Grading
<b>5100</b>	<b>Modul Experience Assessment</b>	<b>30</b>	<b>not graded</b>
<b>11000</b>	<b>Modul Equalisation &amp; Exchange</b>	<b>12</b>	<b>graded*</b>
11010	Playing with Theater	2	pass/fail
11020	Playing with Cinema	5	graded
11030	Playing with Video - Games	5	graded
<b>12000</b>	<b>Modul Media &amp; Games: History &amp; Theory I</b>	<b>10</b>	<b>graded</b>
12010	Visual Design 101	3	graded
12020	Media & Game Studies 101	3	graded
12030	Game Design 101	4	graded
<b>13000</b>	<b>Critical Play &amp; Adaptation</b>	<b>12</b>	<b>graded</b>
13010	Board Games	2	graded
13020	Serious Games	5	graded
13030	Non-Linear Adaptation	5	graded
<b>14000</b>	<b>Modul Media &amp; Games: History &amp; Theory II</b>	<b>10</b>	<b>graded</b>
14010	Visual Design 102	3	graded
14020	Media & Game Studies 102	3	graded
14030	Game Design 102	4	graded
<b>15000</b>	<b>Modul Professionalization &amp; Experimentation</b>	<b>12</b>	<b>graded</b>
15010	Professionalization	6	graded
15020	Experimental Games	6	graded
<b>16000</b>	<b>Modul Media &amp; Game Design Theory III</b>	<b>10</b>	<b>graded</b>
16010	Visual Design 103	3	graded
16020	Media & Game Studies 103	3	graded
16030	Game Design 103	4	graded
<b>950</b>	<b>Master's Project (Thesis &amp; Colloquium)</b>	<b>24</b>	<b>graded</b>