



Announcement

Academic year 2021/2022 – issued on 24 June 2022 – number 233

Any designations of functions are neutral in gender.

Curricula

233 Curriculum for the master's programme in Media Informatics (2022 version)

At its meeting on 23 June 2022, the Senate approved the Curriculum for the master's programme in Media Informatics (2022 version) specified below, which was resolved on 13 June 2022 by the Curriculum Committee, a body holding decision-making power, and established in accordance with section 25, para. 8, no. 3 and para. 1, no. 10a of the 2002 Universities Act.

The legal basis is the 2002 Universities Act and the section of the Statutes of the University of Vienna governing university studies as amended from time to time.

§ 1 Objectives and qualification profile

(1) The objective of the master's programme in Media Informatics is an academic pre-education in the area of media informatics.

Digital media, such as audio, video, text, images, animations, speech and sensory data form the basis of a wide range of fields of applications, including the production, management and dissemination of media for the purpose of information dissemination and communication. The programme concentrates on the adaptation of media data to the user's situation and environment, approaches to collect, analyse and organise descriptive media data (metadata), competences in the area of virtual reality/pervasive computing and human-machine communication, as well as a specialisation, which students can partially choose, in the areas of computer graphics and digital media technologies as well as fields of application of digital media production and game technologies. This comprehensive education oriented towards both technology and applications allows for positioning media information scientists at the interface between humans, media and information. It highlights their role as mediator and link between different areas. Upon graduation from the degree programme in Media Informatics, students are capable of independently solving problems both in the economy and in research. In courses in the degree programme, students address contents and methods meeting the current state of research in a discipline. The focus is on academically sound reflection guided by the current state of research.

SSt (Semesterstunde): hour per week per semester.

pi (prüfungsimmanent): continuous assessment.

npi (nicht prüfungsimmanent): non-continuous assessment.

Course types and their abbreviations: see § 8.

The master's programme serves the further consolidation of the knowledge/competences acquired in the bachelor's programme and the acquisition of new (also basic) knowledge/competences if not already acquired in the bachelor's programme.

(2) Qualification profile

Beyond a bachelor's qualification, graduates of the master's programme in Media Informatics at the University of Vienna are qualified to meet the above-mentioned demands for working in the area of media informatics. Students receive in-depth computer science education that is based on the current international standards of media informatics. The programme focuses on multimedia and distributed systems. They are also qualified in the fields of application of media informatics. This enables them to join interdisciplinary research and development teams to work on interesting and topical issues or to further develop methods of media informatics. In addition to the subject-specific knowledge and competences, graduates also have skills in project management and organisation. They are thus qualified to lead and coordinate research and development teams.

(3) Innovative teaching concepts

Students are also supervised by experienced colleagues who are familiar with the relevant teaching/learning concept and offer advice on specific courses, both on site and online, for the purpose of intensifying/improving supervision/interaction.

The degree programme places special attention on project-based learning, which includes self-directed and mainly self-organised learning after a period of instruction. Projects are mainly targeted at teamwork and interaction, both through personal or computer-mediated contact. Collaboration in project teams on which students reflect should introduce them to professional and academic practice.

The individual courses intend to provide an effective mixture of on-site and online elements depending on the teaching/learning objectives and the participants' needs.

§ 2 Duration and scope

(1) The workload for the master's programme in Media Informatics comprises 120 ECTS credits. This is equivalent to a degree programme duration of four semesters.

(2) The programme is deemed completed if 72 ECTS credits as defined in the provisions on compulsory modules, 18 ECTS credits as defined in the provisions on alternative compulsory modules, 27 ECTS credits as defined in the provisions on the master's thesis and 3 ECTS credits as defined in the provisions on the master's examination have been obtained.

§ 3 Entry requirements

(1) To be admitted to the master's programme in Media Informatics students must have completed an eligible bachelor's programme or an eligible degree programme at the same level of university education at a recognised Austrian or foreign post-secondary educational institution.

(2) The bachelor's programme in Computer Science and the bachelor's programme in Business Informatics at the University of Vienna are certainly eligible.

(3) Degree programmes according to para. 1, which impart core competences of computer science to the extent of at least 90 ECTS credits, are also eligible.

Applicants from degree programmes other than those mentioned in para. 2 must present a qualification description prior to admission to explain which achievements of the previous degree programme cover the core competences of computer science, including the relevant number of ECTS credits. Detailed regulations on the qualification description are provided on the website of the competent body for study matters.

(4) To compensate for significant disciplinary differences, supplementary examinations can be stipulated, which have to be completed until the end of the second semester of the master's programme. The Rectorate may specify which supplementary examinations are a prerequisite for taking examinations specified in the Curriculum of the master's programme.

(5) If the significant disciplinary differences according to para. 4 exceed the extent of 30 ECTS credits, this is not considered an eligible degree programme and the student is not admitted to the master's programme.

(6) The language of instruction of the master's programme in Media Informatics is English only. Therefore, students must have English language proficiency corresponding to level B2 (Common European Framework of Reference for Languages). Regarding the proof of language proficiency, the regulations of the University of Vienna apply.

§ 3a Selection of courses

The rule of no double recognition and no dual use (see section 11, para. 4 of this Curriculum) must be considered.

§ 4 Academic degree

Graduates of the master's programme in Computer Science are awarded the degree "*Master of Science*", abbreviated as MSc.

Where the academic degree is stated this must be after the name.

§ 5 Structure – Modules with allocated ECTS credits

(1) Overview / Structure of the degree programme

(1) Compulsory module ASE, Advanced Software Engineering, 6 ECTS credits

(2) Group of compulsory modules: Practical Courses (18 ECTS credits)

a. P1, Practical Course 1, 6 ECTS credits

b. P2, Practical Course 2, 12 ECTS credits

(3) Compulsory module MSE, Academic Research and Writing, 6 ECTS credits

(4) Group of compulsory modules: Digital Media Technologies (24 ECTS credits)

(5) Compulsory module: Computer Graphics, 6 ECTS credits

(6) Compulsory module: Advanced Media Informatics, 12 ECTS credits

(7) Alternative group of compulsory modules: Application Subject (18 ECTS credits each)

- a. Digital Media Production Techniques
- b. Game Technologies
- c. Computational Communication Science

(8) Master's thesis comprising 30 ECTS credits

- a. Written master's thesis comprising 27 ECTS credits
- b. Master's examination, including public defence comprising 3 ECTS credits

(2) Module descriptions

(2.1) Compulsory module: Advanced Software Engineering (6 ECTS credits)

ASE	<i>Advanced Software Engineering (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Upon completion of this module, students understand the central role of software engineering in modern software development. They know current, advanced methods and tools in software engineering, such as methods and tools of software architecture and advanced modelling. They are able to apply these advanced methods and tools in software engineering to a programming exercise, a given software system or a software engineering project.	
Module structure	VU Advanced Software Engineering, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

(2.2) Group of compulsory modules: Practical Courses (18 ECTS credits)

P1	<i>Practical Course 1 (compulsory module)</i>	6 ECTS credits
Prerequisites	12 ECTS credits from the compulsory modules Computer Graphics and Digital Media Technologies	
Module outcomes	During a project, students acquire the ability to solve application problems in computer science using modern IT infrastructure.	
Module structure	LP Practical Course: Computer Science 1, 6 ECTS credits, 2 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

P2	<i>Practical Course 2 (compulsory module)</i>	12 ECTS credits
Prerequisites	12 ECTS credits from the compulsory modules Computer Graphics and Digital Media Technologies	
Recommended prerequisite	P1	
Module outcomes	During a project, students acquire the ability to solve application problems in computer science using modern IT infrastructure.	
Module structure	LP Practical Course: Computer Science 2, 12 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (12 ECTS credits)	

(2.3) Compulsory module: *Academic Research and Writing* (6 ECTS credits)

MSE	<i>Academic Research and Writing (compulsory module)</i>	6 ECTS credits
Prerequisites	ASE, P1	
Recommended prerequisite	18 ECTS credits from the compulsory modules Computer Graphics and Digital Media Technologies	
Module outcomes	Students acquire the ability to research, analyse and prepare relevant academic questions in the field of computer science and to conduct academic research required for the master's thesis.	
Module structure	VU Academic Research and Writing, 3 ECTS credits, 2 SSt (pi) SE Master's Thesis Seminar, 3 ECTS credits, 2 SSt (pi)	
Proof of performance	Passing of all continuous assessment courses (pi) specified in the module (6 ECTS credits)	

(2.4) Group of compulsory modules: *Digital Media Technologies* (24 ECTS credits)

DMT1	<i>Digital Media Technologies 1 (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Competences from the cluster Digital Media Technologies (see section 5, para. 2.8, no. 2)	

Module structure	<p>Subject to availability, students choose courses comprising 6 ECTS credits in total from the cluster Digital Media Technologies. The courses that can be selected for this module in any given semester will be announced in the course directory.</p> <p>If students have not already completed this cluster's gatekeeper course VU Signal and Image Processing, 6 ECTS credits, 4 SSt (pi) or if they have not provided proof for relevant prior knowledge, they have to complete the course in this module. To achieve the main objective of the module, namely the further consolidation and expansion of the competences acquired in previous studies, students must not select courses they have already completed in the underlying bachelor's programme.</p>
Proof of performance	Passing of the course examination (npi) and/or continuous assessment course (pi) specified in the module (6 ECTS credits)

DMT2	<i>Digital Media Technologies 2 (compulsory module)</i>	18 ECTS credits
Prerequisites	none	
Recommended prerequisite	DMT1	
Module outcomes	Further extending and complementing the competences acquired in module DMT 1 from the cluster Digital Media Technologies (see section 5, para. 2.8, no. 2)	
Module structure	Subject to availability, students choose courses comprising 18 ECTS credits in total from the cluster Digital Media Technologies (students cannot select the gatekeeper course). The courses that can be selected for this discipline will be announced in the course directory. To achieve the main objective of the module, namely the further consolidation and complementing of the competences acquired in previous bachelor's programmes, students must not select courses they have already completed in the underlying bachelor's programme.	
Proof of performance	Passing of the course examination (npi) and/or continuous assessment course (pi) specified in the module (18 ECTS credits)	

(2.5) Compulsory module: Computer Graphics (6 ECTS credits)

CG	<i>Computer Graphics (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Competences from the cluster Computer Graphics (see section 5, para. 2.8, no. 1)	

Module structure	<p>Subject to availability, students choose courses comprising 6 ECTS credits in total from the cluster Computer Graphics. The courses that can be selected for this module will be announced in the course directory.</p> <p>If students have not already completed this cluster's gatekeeper course VU Foundations of Computer Graphics, 6 ECTS credits, 4 SSt (pi) or if they have not provided proof for relevant prior knowledge, they have to complete the course in this module. To achieve the main objective of the module, namely the further consolidation and expansion of the competences acquired in previous studies, students must not select courses they have already completed in the underlying bachelor's programme.</p>
Proof of performance	<p>Passing of the course examination (npi) and/or continuous assessment course (pi) specified in the module (6 ECTS credits)</p>

(2.6) Compulsory module: Advanced Media Informatics (12 ECTS credits)

EMI	<i>Advanced Media Informatics (compulsory module)</i>	12 ECTS credits
Prerequisites	none	
Module outcomes	<p>According to their choice of courses, students acquire further competences in the clusters:</p> <ol style="list-style-type: none"> 1. Computer Graphics (see section 5, para. 2.8, no. 1) 2. Digital Media Technologies (see section 5, para. 2.8, no. 2) <p>- Competences in the areas of cloud computing, natural language processing, distributed systems engineering or foundations of data analysis.</p>	

Module structure	<p>Subject to availability, students choose courses comprising 12 ECTS credits in total.</p> <p>Subject to availability, students select:</p> <ul style="list-style-type: none"> - courses from the two clusters Computer Graphics or Digital Media Technologies (except for gatekeeper courses) - VU Cloud Computing, 6 ECTS credits, 4 SSt (pi) - VU Natural Language Processing, 6 ECTS credits, 4 SSt (pi) - VU Distributed Systems Engineering, 6 ECTS credits, 4 SSt (pi) - VU Foundations of Data Analysis, 6 ECTS credits, 4 SSt (pi). <p>The courses that can be selected for these clusters will be announced in the course directory. To achieve the main objective of the module, namely the further consolidation and complementing of the competences acquired in previous bachelor's programmes, students must not select courses they have already completed in the underlying bachelor's programme.</p>
Proof of performance	Passing of all course examinations (npi) and/or continuous assessment courses (pi) specified in the module (12 ECTS credits)

(2.7) Alternative group of compulsory modules: Application Subject (18 ECTS credits each)

Subject to availability, students choose one of the following alternative groups of compulsory modules comprising 18 ECTS credits in total:

a. Alternative group of compulsory modules: Digital Media Production Techniques (18 ECTS credits)

DMP	<i>Digital Media Production (compulsory module)</i>	6 ECTS credits
Prerequisites	DMT1	
Recommended prerequisite	SPP, TDF	
Module outcomes	Students understand the concepts and techniques of the production of digital multimedia contents. During a project, these include fundamental techniques for the production and processing of audio and video contents and their combination in a multimedia product. Students are able to apply the concepts and techniques acquired to the realisation of applications.	
Module structure	VU Digital Media Production, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

SPP	<i>Script Writing: Principles and Practice (compulsory module)</i>	6 ECTS credits
Prerequisites	none	

Module outcomes	Students understand the most important aspects of the theory and practice of script writing. These include the foundations of dramaturgy of film narratives, writing a script in several versions, the development process, the history and theory of film dramaturgy and narratology, terminology and decision criteria. Students acquire basic knowledge during a project they have to carry out. The objective of the module is that students acquire the ability to understand and apply basic concepts and techniques related to the theory and practice of script writing.
Module structure	VU Script Writing: Principles and Practice, 6 ECTS credits, 4 SSt (pi)
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)

TDF	<i>Special Techniques for Digital Film (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Students understand the most important concepts and special techniques relevant for the production of digital films. They are able to ‘read’ and assess the diverse use of audiovisual media in their context from the perspectives of content, technology and aesthetics. They know the most important production-related aspects of digital film and are able to conceptualise, realise and present a digital film production in the form of own projects.	
Module structure	VU Special Techniques for Digital Film, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

b. Alternative group of compulsory modules: Game Technologies (18 ECTS credits each)

CGA	<i>Cloud Gaming (compulsory module)</i>	6 ECTS credits
Prerequisites	CG	
Module outcomes	Students are able to produce audio-visual interactive virtual scenes and games. They understand how to use a C++-based game engine. They are able to encode and decode real-time videos using a codec. They understand how to transmit and present real-time videos via a network. They learn how a closed control loop for audio-visual real-time applications, such as cloud games or video conferences, works.	
Module structure	VU Cloud Gaming, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

GAT	<i>Gaming Technologies (compulsory module)</i>	6 ECTS credits
Prerequisites	CG	
Module outcomes	In the first part, students learn about the mechanics of rigid bodies and are finally able to program their own physics engine. In the second part, students learn the basics of heuristic AI algorithms for video games and are able to finally program their own AI engine for video games.	
Module structure	VU Gaming Technologies, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

GAD	<i>Game Design (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Students know how to prepare, assess, discard, revise and expand cyclically exciting and interesting game design ideas by developing and testing numerous game design ideas. Finally, students are able to go through the entire game production process by developing game ideas and producing, testing and finalising a concrete game therefrom.	
Module structure	VU Game Design, 6 ECTS credits, 4 SSt (pi)	
Proof of performance	Passing of the continuous assessment course (pi) specified in the module (6 ECTS credits)	

c. Alternative group of compulsory modules: Computational Communication Science (18 ECTS credits)

CCS1	<i>Computational Communication Science 1 (compulsory module)</i>	6 ECTS credits
Prerequisites	none	
Module outcomes	Competences in the discipline of computational communication science	
Module structure	Subject to availability, students choose courses comprising 6 ECTS credits in total from the discipline of computational communication science. The courses that can be selected for this module will be announced in the course directory.	
Proof of performance	Passing of the course examination (npi) and/or continuous assessment course (pi) specified in the module (6 ECTS credits in total)	

CCS2	<i>Computational Communication Science 2 (compulsory module)</i>	12 ECTS credits
Prerequisites	CS1	
Module outcomes	Competences in the discipline of computational communication science	

Module structure	Subject to availability, students choose courses comprising 12 ECTS credits in total from the discipline of computational communication science. The courses that can be selected for this module will be announced in the course directory.
Proof of performance	Passing of all course examinations (npi) and/or continuous assessment courses (pi) specified in the module (12 ECTS credits in total)

(2.8) List and description of clusters

1. Computer Graphics

Computer graphics deals with generating images based on models. It covers questions of real-time image generation (for applications, such as video games and virtual/augmented reality) and photorealistic synthesis of images (for applications, such as visual effects in films or computer-aided design). Students are able to apply the foundations of rendering, modelling, geometry processing, GPU techniques, animation, AR/VR and immersive techniques in self-developed programs. They know the basics of user interfaces and are able to apply these, in particular, for the interaction with data and models in a visual analysis environment.

Passing the gatekeeper course

VU Foundations of Computer Graphics, 6 ECTS credits, 4 SSt (pi)
is a prerequisite for participation in further courses in this cluster.

2. Digital Media Technologies

Digital media contents consisting of audio (e.g. speech or music), video, text, graphics or images, animations, interactive media elements and other sensory data form the basis for a broad range of fields of application. Students know basic procedures and techniques used for preparing, compiling, producing, displaying, searching, distributing, modifying and saving digital media contents and are able to implement and use these methods by means of common software tools and established standards. The basic procedures and technologies presented comprise the analysis and processing of signals, the representation, encoding, compression and visualisation of digital media types, image analysis methods for computer-vision applications, the administration and organisation of large collections of digital media contents, retrieval procedures and content-based search procedures, procedures for the semantic representation of multimedia contents on the web and on social media systems, as well as protocols and technologies that are closely related to broadcasting and streaming media contents.

Passing the gatekeeper course

VU Signal and Image Processing, 6 ECTS credits, 4 SSt (pi)
is a prerequisite for participation in further courses in this cluster.

(2.9) Master's Thesis comprising 30 ECTS credits

1. Written master's thesis comprising 27 ECTS credits
2. Master's examination, including public defence comprising 3 ECTS credits

§ 6 Master's thesis

(1) The master's thesis serves to demonstrate the student's ability to achieve adequate standards of content and methodology when independently addressing academic topics. The assignment for the master's thesis must be chosen in a way that the student can reasonably be expected to complete it within six months.

(2) The topic of the master's thesis must be taken from one of the modules of Advanced Media Informatics, Computer Graphics or Digital Media Technologies. If a different topic is selected or if there is uncertainty regarding allocation of the selected topic, the competent body responsible for study matters should decide on whether or not it is admissible. The prerequisite for approval of the topic is the completion of the modules ASE and P1, in any case.

(3) The master's thesis comprises 27 ECTS credits.

§ 7 Master's examination

(1) To be admitted to a master's examination the student must have successfully passed all required modules and examinations and the master's thesis must have been positively assessed.

(2) The master's examination is a public defence. This form of examination consists of a defence and an examination on the academic disciplines related to the master's thesis. Grading will be conducted as stipulated in the Statutes of the University of Vienna.

(3) The master's examination comprises 3 ECTS credits.

§ 8 Mobility during the master's programme

The competent body responsible for study matters is responsible for the recognition of academic achievements completed abroad.

§ 9 Course classification

(1) All courses with non-continuous assessment (npi) have to be offered as one of the following types of courses:

Lecture (*Vorlesung, VO*): Lectures are courses that serve the purpose of imparting knowledge through lectures by teachers. Exams take place as a single exam, either as oral or written exam.

(2) All courses with continuous assessment (pi) have to be offered as one of the following types of courses:

Exercise (*Übung, UE*): Exercises are guided by the related lectures and aim at imparting application competences for the concepts taught.

Lecture with exercises (*Vorlesung mit integrierter Übung, VU*): A lecture with exercises combines the objectives of a lecture (VO) and exercise (UE) with a special emphasis on the application of concepts taught.

Seminars (*Seminare, SE*): In seminars, continuous assessment is applied. Seminars serve as a setting for academic discussions. Participants are expected to independently work on a topic and present the insights gained in the form of independent oral or written contributions as presentations. Particular attention is paid to independent literature search and the development of an appealing lecture style.

Practical laboratory course (*Laborpraktikum, LP*): Practical laboratory courses should meet the practical and professional objectives of the degree programme and complement the professional prior education or academic education. These courses do not have to be tied to lectures. The students are assessed based on a project.

§ 10 Courses with a limited number of participants and registration procedures

(1) The following general limits on the number of students apply in the following courses: UE: 25 participants

LP: 25 participants

VU: 25 participants

SE: 25 participants

(2) Modalities concerning the registration for courses and examinations as well as the allocation of places in courses are governed by the stipulations of the Statutes of the University of Vienna.

§ 11 Examination regulations

(1) Proof of performance in courses

The lecturer of a course is responsible for making the necessary announcements according to the stipulations in the Statutes.

(2) Examination content

The examination content relevant to preparing and holding examinations must be in line with the required number of ECTS credits. This also applies to module examinations.

(3) Examination procedure

The examination procedure is subject to the stipulations of the Statutes of the University of Vienna.

(4) No double recognition and no dual use

Courses taken and examinations passed in the degree programme, which constitute entry requirements for the master's programme, can only be recognised in the master's programme if there is no significant difference between the learning outcomes of the master's programme and the learning outcomes of the bachelor's programme. Courses taken and examinations passed that are used, in particular, for qualitative entry requirements and on which the master's programme is based, cannot be recognised due to significant differences in the acquired competences. Courses taken and examinations passed from another compulsory or elective module of the degree programme cannot be recognised within another module within the same degree programme. This also applies to recognition procedures.

(5) Examination results must be allocated to the relevant module by the stated ECTS figure and must not be allocated to different proofs of performance.

§ 12 Entry into force

(1) This Curriculum enters into force upon announcement in the University Gazette of the University of Vienna on 1 October 2022.

§ 13 Transitional provisions

(1) This Curriculum applies to all students who commence their degree programme as of the winter semester of 2022/2023.

(2) If, at a later stage of the degree programme, courses are no longer offered which were compulsory under the original curricula, the competent body responsible for study matters decides ex officio (equivalence regulation) or at the request of the students which courses and examinations have to be completed instead.

(3) Students who have started the master's programme in Media Informatics before this date may voluntarily accept the provisions of this Curriculum by simple confirmation.

(4) Students who started the master's programme in Media Informatics which entered into force prior to this Curriculum (University Gazette of 28 June 2016, 42nd edition, no. 273 as amended) are entitled to complete their degree programme by 31 October 2024.

(5) The competent body responsible for study matters specified in the organisational regulations is entitled to determine in general or on a case-by-case basis which of the courses taken and examinations passed will be recognised for this Curriculum.

Appendix

Recommended path through the master's programme:

Semesterplan Master Medieninformatik

	Modul 1	Modul 2			Modul 3	Modul 4	Modul 5	
1. Semester	EMI Erweiterung Medieninformatik (6 ECTS)	Anw. a: TDF (6 ECTS)	Anw. b: GAD (6 ECTS)	Anw. c: CCS1 (6 ECTS)	EMI Erweiterung Medieninformatik (6 ECTS)	DMT1 (6 ECTS)	CG Computer Graphics (6 ECTS)	
2. Semester	Advanced Software Engineering (6 ECTS)	Anw. a: SPP (6 ECTS)	Anw. b: CGA (6 ECTS)	Anw. c: CCS2 (6 ECTS)	DMT2 (6 ECTS)	DMT2 (6 ECTS)	Praktikum Informatik 1 (6 ECTS)	
3. Semester	Wissenschaffl. Arbeiten (3 ECTS)	Anw. a: DMP (6 ECTS)	Anw. b: GAT (6 ECTS)	Anw. c: CCS2 (6 ECTS)	DMT2 (6 ECTS)	Praktikum Informatik 2 (12 ECTS)		
4. Semester	Master Seminar (3 ECTS)	Masterarbeit (30 ECTS)						

English module titles

German	English
Pflichtmodul Advanced Software Engineering	Compulsory module: Advanced Software Engineering
Pflichtmodul Praktikum 1	Compulsory module: Practical Course 1
Pflichtmodul Praktikum 2	Compulsory module: Practical Course 2
Pflichtmodul Wissenschaftliches Arbeiten	Compulsory module: Academic Research and Writing
Pflichtmodulgruppe Digital Media Technologies	Group of compulsory modules: Digital Media Technologies
Pflichtmodul Digital Media Technologies 1	Compulsory module: Digital Media Technologies 1
Pflichtmodul Digital Media Technologies 2	Compulsory module: Digital Media Technologies 2
Pflichtmodul Computer Graphics	Compulsory module: Computer Graphics
Pflichtmodul Erweiterung Medieninformatik	Compulsory module: Advanced Media Informatics
Alternative Pflichtmodulgruppe Digital Media Production Techniques	Alternative group of compulsory modules: Digital Media Production Techniques
Pflichtmodul Digital Media Production	Compulsory module: Digital Media Production
Pflichtmodul Script Writing: Principles and Practice	Compulsory module: Script Writing: Principles and Practice
Pflichtmodul Special Techniques for Digital Film	Compulsory module: Special Techniques for Digital Film
Alternative Pflichtmodulgruppe Game Technologies	Alternative group of compulsory modules: Game Technologies
Pflichtmodul Cloud Gaming	Compulsory module: Cloud Gaming
Pflichtmodul Gaming Technologies	Compulsory module: Gaming Technologies
Pflichtmodul Game Design	Compulsory module: Game Design
Alternative Pflichtmodulgruppe Computational Communication Science	Alternative group of compulsory modules: Computational Communication Science
Pflichtmodul Computational Communication Science 1	Compulsory module: Computational Communication Science 1
Pflichtmodul Computational Communication Science 2	Compulsory module: Computational Communication Science 2

On behalf of the Senate:
The Chair of the Curriculum Committee
K r a m m e r