

MASTER OF ARTS

CGL

Cologne Game Lab

Information on studying

Game Development and Research Master of Arts

**Technology
Arts Sciences
TH Köln**

Overview

The Master of Arts in Game Development and Research is a project-oriented program that lasts four semesters and is designed to be combined with part-time work (whether it is a job in the industry or the development of a personal project, etc.). Students receive guidance in the development of numerous game design projects as well as the theoretical foundations necessary for a critical approach to the design and research of video games.

Basic Facts

- 4 semesters (2 years)
- Part-time (required attendance: Mondays all day and Wednesday evenings)
- Language of instruction: English
- Start: mid-September
- Number of students per year: 15

Program Content

- Game design
- Visual aesthetics
- Interactive writing & storytelling
- Analogue and digital prototyping
- Video game & media studies

Profile

- Compact attendance time
- Project oriented learning
- International environment

Entry requirements

- Bachelor degree (or higher)
- 12 months of work experience in audiovisual media or other games related fields
- Successful completion of Cologne Game Lab's application procedure
- International students need to apply through Uni-Assist as well. Check our special information for international students

Tuition fees

EU citizens: 850 Euro / semester (plus one-time fee of 200 Euro upon enrollment) Non-EU citizens: 1750 Euro / semester (plus one-time fee of 200 Euro upon enrollment).

Application:

The application for the M. A. in Game Development and Research starts in March with the publication of the application tasks on CGL's website. The registration takes place in the end of March. International applicants can send their Uni-Assist applications from February 1st to March 31st. Throughout the application process CGL will examine applicants' formal, artistic and academic qualifications as well as their English language proficiency.

If you have any further questions you can email our student counselor, Alex Boccia: ab@colognegamelab.de

Modules & Exams

With rapid developments in design, theory and business in this new field of research and work, to keep our curriculum up to date, we will set new topics for projects, lectures and seminars each semester. We are happy to provide further details on the course of study on an individual basis. Please contact us.

Semester	Modul
1	Project: Playing with Theatre
	Project: Playing with Cinema
	Project: Playing with Video Games
	Basic Media & Game Studies, Basic Game Arts, Lectures, Mentoring
2	Project: Boardgames
	Project: Serious Games
	Project: Adaptation
	Intermediate Media & Game Studies, Intermediate Game Arts, Lectures, Mentoring
3	Project: Masterthesis Prep I – III
	Advanced Media & Game Studies, Advanced Game Arts, Lectures, Mentoring
3	Masterthesis
	Master-Colloquium, Mentoring

Workload

The M.A. program in Game Development and Research is a compact course. By striking a balance between traditional learning models and independent project work, the course has been designed to accommodate those students who want to study whilst continuing to work in the industry. There will be around 12 contact hours per week (not including project work). The modules are taught in blocks of lectures, accompanied by intensive mentoring. The generic schedule below shows the average weekly workload contact hours plus self-study period throughout the semester.

Schedule

Lectures and seminars take place on a primary day (e.g. Mondays) all day and a secondary day (e.g. Wednesdays) with two evening courses. Self-study time varies, but should be considered as a minimum of 12 additional hours. Students are encouraged to take part-time jobs within creative industries, however the course should be regarded as full-time education. From experience we highly recommend a maximum of 24 job-hours per week.

Deadlines & Fees

The M. A. program begins each year in the winter term (Mid-September), with applications taking place in spring.

Application Process

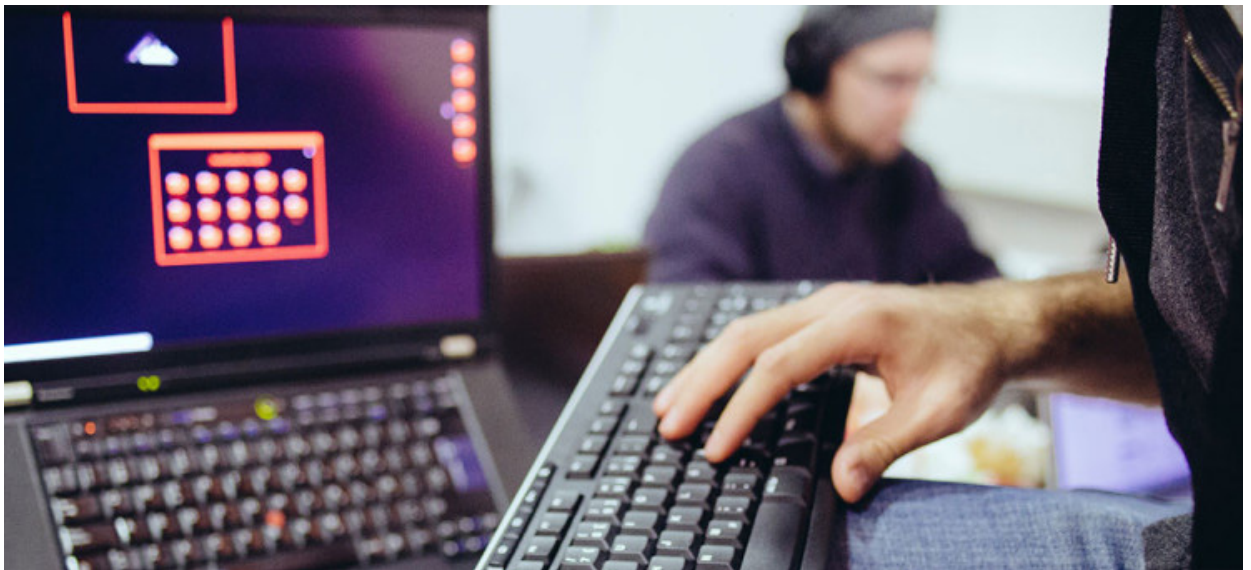
- Beginning of March: Publication of the application tasks on CGL's website. Applicants will have four weeks to complete them.
- March 31st: Deadline for the registration through CGL's website, which includes uploading the completed application tasks, a portfolio, a school diploma, a university degree, a CV, proof of 12 months of professional-practical experience in a media-related area. The Uni-Assist application can be sent from February 1st to March 31st.*
- June: Interviews.

Tuition fees

- EU citizens: 850 EUR / semester
- Non-EU citizens: 1750 EUR / semester

plus 200 EUR one-time fee upon enrollment. Semester fees for TH Koeln are approximately 265 EUR which includes a ticket for public transport in North Rhine-Westphalia, including the cities of Cologne, Bonn, and Dusseldorf.

*Note: The Uni-Assist application does not replace the application through CGL's website! International students have to do both applications.



Student counselor:

Alex Boccia:

E: ab@colognegamelab.de

Address:

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www.th-koeln.de/game_development_ma ↗

www.colognegamelab.de ↗

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