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 full-time program that lasts four semesters and is designed to be combined with part-time work (whether it is a job in the industry or a personal project, etc.). Students receive guidance in developing numerous game design projects and the theoretical foundations necessary for a critical approach to the design and research of non-linear audiovisual media.

Basic Facts
– Full-time program (120 ECTS)
– 4 semesters (2 years)
– Combinable with part-time work (required attendance:
  Mondays all day and Wednesday evenings)
– Language of instruction: English
– Start: mid-September
– Number of students per year: 20

Program Content
– Game design
– Visual aesthetics
– Game economics and entrepreneurship
– Interactive writing and storytelling
– Analog and digital prototyping
– Video game and media studies

Profile
– Compact attendance time
– Project oriented learning
– International environment
– Non-consecutive program

Entry Requirements
– Bachelor's 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.

Semester	Module Overview
1	**Equalization & Exchange**
	Project: Playing with Theater
	Project: Playing with Cinema
	Project: Playing with Video Games
	Media & Games: History & Theory I
	Visual Design 101
	Media & Game Studies 101
	Game Design 101
	Guest Lectures
2	**Critical Play & Adaptation**
	Project: Board Games
	Project: Serious Games
	Project: Nonlinear Adaptation
	Media & Games: History & Theory II
	Visual Design 102
	Media & Game Studies 102
	Game Design 102
	Guest Lectures
3	**Professionalization & Experimentation**
	Project: Professionalization
	Project: Experimental Games
	Media & Games: History & Theory III
	Visual Design 103
	Media & Game Studies 103
	Game Design 103
	Guest Lectures
4	**Master's Project**
	Master Thesis
	Master-Colloquium (Oral Exam)
	Mentoring

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.

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.

Schedule
Lectures and seminars take place on a primary day (Mondays) all day and a secondary day (Wednesdays) with an evening class. Self-study time varies, but should be considered as a minimum of 12 additional hours per week. 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 20 job-hours per week.

(Program Manager: Katja Aller)

Application Deadlines & Fees

The M. A. program begins each year in the winter term (Mid-September), with applications taking place in spring. Throughout the application process, CGL will examine applicants' formal, artistic and academic qualifications as well as their English language proficiency. The application process consists of two stages: An application task and an interview. Only applicants who pass the application task will be invited to an interview.

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 for international students can be sent from February 1st to March 31st
– June: Interviews

If you have any further questions about the application process, you can email the MA GDR program manager, Katja Aller (ka@colognegamelab.de)

Tuition Fees
– EU citiziens: 1.500 EUR (/ semester)
– Non-EU citizens: 2.500 EUR (/ semester)

– One-time fee of 200 EUR upon enrollment

Semester Fees
– approx. 330 EUR / semester (includes a ticket for nationwide public transport [Deutschlandticket])

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

Contact:
E: studygdr@colognegamelab.de
(Program Manager: Katja Aller)

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www.th-koeln.de/game_development_ma ↗
www.colognegamelab.de ↗

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