

Study plan – BA Game Design

Students without previous work experience who have completed the Games Development program at Kristiania Professional College will need to complete the below listed courses at University of Europe for Applied Sciences in order to graduate with a Bachelors Degree in Game Design. The courses that students will take are a mix of courses from year 1, 2 and 3 at UE.

For the courses Tools & Technology and Project in the first semester, students will need to discuss with the course leader which of the options that will be most suitable.

Course details are found in the Module Manual. The relevant courses are marked with yellow.

Winter semester 2022/23 – September 2022

Theory 1	5 Credit points
Theory 3	5 Credit points
Theory 4	5 Credit points
Tools & Technology (1, 2 or 3)	5 Credit points
<u>1 Project (one of 1-6)</u>	<u>10 Credit points</u>
Total:	30 Credit points

Summer Semester 2023 – March 2023

<u>Practice/Internship</u>	<u>30 Credit points</u>
Total:	30 Credit points

Winter semester 2023/24 – September 2023

<u>BA Project (old curriculum)</u>	<u>30 Credit points</u>
Total:	30 Credit points

Total number of credits for completion: 90 Credit points