

Department of Game Design

Provided qualifications and study plans

Game Desing (N0211A310008) – continuing master's programme.....2

Study plan

Herní design - magistr

| Code | Course Name | 1st year | | 2nd year | | ECTS |
|--|--|---|-------------------------|-------------------------|---------------------|------------|
| | | WS | SS | WS | SS | |
| Povinné předměty hlavní | | | | | | |
| 312KZ | Final Commission | | ZK-1-12PS 312KZ | | | 1 |
| Minimal number of credits | | | | | | 1 |
| Povinné předměty | | | | | | |
| 312AH | Graduate Game | | | | ZK-19-12CS 312AH | 19 |
| 312DGH | Digital Game Histories | ZK-2-2PT 312DGH | | | | 2 |
| 312DN* | Workshop | ZK-4-4ST 312DN1 | ZK-4-4ST 312DN2 | ZK-4-4ST 312DN3 | ZK-4-4ST 312DN4 | 16 |
| 312HP | Game Prototype | | ZK-12-12CS 312HP | | | 12 |
| 312HT* | Game Theory | | ZK-2-2PS+6SS 312HT1 | ZK-2-18PS+6SS 312HT2 | | 4 |
| 312KHD* | Chapters from Game Design | Z-3-20PS+4CS 312KHD1 | Z-3-24PS+4CS 312KHD2 | | | 6 |
| 312MW* | Middleware | Z-3-3ST 312MW1 | Z-3-3ST 312MW2 | Z-3-3ST 312MW3 | | 9 |
| 312SAPH | Computer Game Analysis Seminar | | | ZK-2-2ST 312SAPH | | 2 |
| 312SHS | Game Studio Internship | | Z-8-160P 312SHS | Z-8-160P 312SHS | Z-8-160P 312SHS | 8 |
| 312VPH | Development of Computer Games | | ZK-6-4PS+4CS 312VPH | | | 6 |
| 312ZP | The Basics of Programming | Z-3-12SS+24CS 312ZP | | | | 3 |
| Minimal number of credits | | | | | | 87 |
| Povinné předměty s možností opakovaného zapsání | | | | | | |
| 702FAOU* | English for Students of Film | ZK-3-2ST 702FAOU3 | ZK-3-2ST 702FAOU4 | | | 6 |
| Minimal number of credits | | | | | | 6 |
| Povinně volitelné předměty | | | | | | |
| 312PVAM | MULTIMEDIA CREATION_KHD | In this group you have to obtain at least 8 credits | | | | 8 |
| 312PVB1 | SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD | In this group you have to obtain at least 6 credits | | | | 6 |
| 312PVB2 | HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD | In this group you have to obtain at least 4 credits | | | | 4 |
| Minimal number of credits | | | | | | 18 |
| Volitelné předměty | | | | | | |
| 702CJV_2020 | FOREIGN LANGUAGES FAMU - OPTIONAL | | | | | 0 |
| 703TFV_2020 | PHYSICAL EDUCATION FAMU - OPTIONAL | | | | | 0 |
| 300VPZ_2020 | OPTIONAL SUBJECTS | | | | | 0 |
| 300MOD_2020 | MODULES FAMU | | | | | 0 |
| 312MOD | MODULES KHD | | | | | 0 |
| Minimal number of credits | | | | | | 0 |
| Total number of set credits | | | | | | 112 |
| Number of credits that have to be obtained from optional subjects | | | | | | 8 |
| Total number of credits | | | | | | 120 |

Subjects of profiling base

| Subject | Type | During final examination the following will be evaluated |
|---|------|--|
| Final Commission (312KZ) | PS | Graduate performance |
| Animation and Graphics in Computer Games 1 (312AGPH1) | PS | Multimedia Creation (S312MMT) |
| Animation and Graphics in Computer Games 2 (312AGPH2) | PS | |
| Basics of Interactive Sound Creation 1 (312ZIZT1) | PS | |
| Basics of Interactive Sound Creation 2 (312ZIZT2) | PS | |
| Game Scriptwriting 1 (312HS1) | PS | |
| Game Scriptwriting 2 (312HS2) | PS | |
| Chapters from Game Design 1 (312KHD1) | PS | Game Design (S312MHD) |
| Chapters from Game Design 2 (312KHD2) | PS | |
| Workshop 1 (312DN1) | PS | |
| Workshop 2 (312DN2) | PS | |
| Workshop 3 (312DN3) | PS | |
| Workshop 4 (312DN4) | PS | |
| Digital Game Histories (312DGH) | BS | Game History and Theory (S312MHHT) |
| Game Theory 1 (312HT1) | BS | |
| Game Theory 2 (312HT2) | BS | |

Study plan – 1st year
Herní design - magistr

| Course Name <i>tutor</i> | WS | | | | SS | | | |
|--|---|------------|------|-----------|-----------|------------|------|-----------|
| | code | completion | ECTS | range | code | completion | ECTS | range |
| Povinné předměty hlavní | | | | | | | | |
| Final Commission <i>Andrej ŠYKORA</i> | | | | | 312KZ | ZK | 1 | 12PS |
| Minimal number of credits per semester | 0 | | | | 1 | | | |
| Povinné předměty | | | | | | | | |
| Digital Game Histories <i>Jan BERNARD, Jaroslav ŠVELCH</i> | 312DGH | ZK | 2 | 2PT | | | | |
| Workshop <i>Michal BERLINGER</i> | 312DN1 | ZK | 4 | 4ST | 312DN2 | ZK | 4 | 4ST |
| Game Prototype <i>Michal BERLINGER</i> | | | | | 312HP | ZK | 12 | 12CS |
| Game Theory <i>Tereza FOUSEK KROBOVÁ, Jaroslav ŠVELCH</i> | | | | | 312HT1 | ZK | 2 | 20PS+6SS |
| Chapters from Game Design <i>Michal BERLINGER, Andrej ŠYKORA, Ondřej TRHOŇ, Jaroslav ŠVELCH</i> | 312KHD1 | Z | 3 | 20PS+4CS | 312KHD2 | Z | 3 | 24PS+4CS |
| Middleware <i>Michal BERLINGER</i> | 312MW1 | Z | 3 | 3ST | 312MW2 | Z | 3 | 3ST |
| Game Studio Internship <i>Andrej ŠYKORA</i> | | | | | 312SHS | Z | 8 | 160P |
| Development of Computer Games <i>Vojtěch ČERNÝ</i> | | | | | 312VPH | ZK | 6 | 46PS+90CS |
| The Basics of Programming <i>Andrej ŠYKORA</i> | 312ZP | Z | 3 | 12SS+24CS | | | | |
| Minimal number of credits per semester | 15 | | | | 30 | | | |
| Povinné předměty s možností opakovaného zapsání | | | | | | | | |
| English for Students of Film <i>Klára BICANOVÁ, Ludmila BOHUŠLAVOVÁ</i> | 702FAOU3 | ZK | 3 | 2ST | 702FAOU4 | ZK | 3 | 2ST |
| Minimal number of credits per semester | 3 | | | | 3 | | | |
| Povinně volitelné předměty | | | | | | | | |
| <i>MULTIMEDIA CREATION_KHD</i> | In this group you have to obtain throughout your study at least 8 credits | | | | | | | |
| <i>SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD</i> | In this group you have to obtain throughout your study at least 6 credits | | | | | | | |
| <i>HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD</i> | In this group you have to obtain throughout your study at least 4 credits | | | | | | | |
| Minimal number of credits per semester | 0 | | | | 0 | | | |
| Volitelné předměty | | | | | | | | |
| <i>FOREIGN LANGUAGES FAMU - OPTIONAL</i> | | | | | | | | |
| <i>PHYSICAL EDUCATION FAMU - OPTIONAL</i> | | | | | | | | |
| <i>OPTIONAL SUBJECTS</i> | | | | | | | | |
| <i>MODULES FAMU</i> | | | | | | | | |
| Minimal number of credits per semester | 0 | | | | 0 | | | |
| Total number of set credits | 18 | | | | 34 | | | |
| Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects | 12 | | | | -4 | | | |
| Total recommended number of credits per semester | 30 | | | | 30 | | | |

Study plan – 2nd year
Herní design - magistr

| Course Name <i>tutor</i> | WS | | | | SS | | | |
|--|---|------------|------|----------|-----------|------------|------|-------|
| | code | completion | ECTS | range | code | completion | ECTS | range |
| Povinné předměty | | | | | | | | |
| Graduate Game <i>Andrej SYKORA</i> | | | | | 312AH | ZK | 19 | 12CS |
| Workshop <i>Michal BERLINGER, Jaroslav MELOUN</i> | 312DN3 | ZK | 4 | 4ST | 312DN4 | ZK | 4 | 4ST |
| Game Theory <i>Jan BERNARD, Tereza FOUSEK KROBOVÁ, Jaroslav ŠVELCH</i> | 312HT2 | ZK | 2 | 18PS+6SS | | | | |
| Middleware <i>Ondřej PAŠKA</i> | 312MW3 | Z | 3 | 3ST | | | | |
| Computer Game Analysis Seminar <i>Tereza FOUSEK KROBOVÁ</i> | 312SAPH | ZK | 2 | 2ST | | | | |
| Game Studio Internship <i>Andrej SYKORA</i> | 312SHS | Z | 8 | 160P | 312SHS | Z | 8 | 160P |
| Minimal number of credits per semester | 11 | | | | 23 | | | |
| Povinné předměty s možností opakovaného zapsání | | | | | | | | |
| Minimal number of credits per semester | 0 | | | | 0 | | | |
| Povinně volitelné předměty | | | | | | | | |
| MULTIMEDIA CREATION_KHD | In this group you have to obtain throughout your study at least 8 credits | | | | | | | |
| SOCIAL AND CULTURAL CONTEXTS OF GAMES_KHD | In this group you have to obtain throughout your study at least 6 credits | | | | | | | |
| HISTORY AND THEORY OF ART, SOCIAL SCIENCES_KHD | In this group you have to obtain throughout your study at least 4 credits | | | | | | | |
| Minimal number of credits per semester | 0 | | | | 0 | | | |
| Volitelné předměty | | | | | | | | |
| FOREIGN LANGUAGES FAMU - OPTIONAL | | | | | | | | |
| PHYSICAL EDUCATION FAMU - OPTIONAL | | | | | | | | |
| OPTIONAL SUBJECTS | | | | | | | | |
| MODULES FAMU | | | | | | | | |
| Minimal number of credits per semester | 0 | | | | 0 | | | |
| Total number of set credits | 11 | | | | 23 | | | |
| Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects | 19 | | | | 7 | | | |
| Total recommended number of credits per semester | 30 | | | | 30 | | | |

Groups of study qualification optional subjects

Groups of study qualification optional subjects

312PVAM

| Code | Course Name <i>Tutor</i> | WS | | | SS | | |
|----------|---|------------|------|---------|------------|------|---------|
| | | completion | ECTS | range | completion | ECTS | range |
| 312AGPH1 | Animation and Graphics in Computer Games 1 <i>Jana KILIÁNOVÁ, Lucie TVARHOVÁ</i> | Z | 2 | 1PS-6SS | | | |
| 312AGPH2 | Animation and Graphics in Computer Games 2 <i>Jana KILIÁNOVÁ, Lucie TVARHOVÁ</i> | | | | Z | 2 | 2PS-6SS |
| 312ZIZT1 | Basics of Interactive Sound Creation 1 <i>Lubor KOPECKÝ, Pavel KOPECKÝ, Tomáš ORAMUS</i> | Z | 2 | 1PS-2SS | | | |
| 312ZIZT2 | Basics of Interactive Sound Creation 2 <i>Tomáš ORAMUS</i> | | | | Z | 2 | 8PS-2SS |
| 312HS1 | Game Scriptwriting 1 <i>Lubor DOHNAL, Marek GRAJCIAR</i> | Z | 2 | 2ST | | | |
| 312HS2 | Game Scriptwriting 2 <i>Marek GRAJCIAR</i> | | | | Z | 2 | 2ST |

312PVB1

| Code | Course Name <i>Tutor</i> | WS | | | SS | | |
|---------|---|------------|------|---------|------------|------|---------|
| | | completion | ECTS | range | completion | ECTS | range |
| 312PHSR | Computer games, society and representation <i>Tereza FOUSEK KROBOVÁ</i> | | | | ZK | 2 | 28PS |
| 312GAAH | Game Art and Art Games <i>Helena BENDOVIÁ</i> | ZK | 2 | 24PS | ZK | 2 | 24PS |
| 312GJ | Game Jam <i>Jaroslav MELOUN, Andrej SYKORA</i> | Z | 1 | 12SS | Z | 1 | 12SS |
| 312IGS | Introduction to Game Studies | ZK | 2 | 1PS-6SS | ZK | 2 | 1PS-6SS |
| 312JSH | Japanese survival horror <i>Josef TICHÝ</i> | | | | ZK | 2 | 24PS |
| 312PDH1 | Production and Distribution of Games 1 <i>Lubor KOPECKÝ, Lukáš MILÁČEK</i> | | | | Z | 2 | 2PS-4SS |
| 312PDH2 | Production and Distribution of Games 2 <i>Lukáš MILÁČEK</i> | Z | 2 | 2PS-4SS | | | |
| 312TIM | Theory of Interactive Media <i>Andrej SYKORA</i> | Z | 2 | 1PS-6SS | | | |

312PVB2

| Code | Course Name | WS | | | SS | | |
|----------|--|------------|------|-------|------------|------|-------|
| | | completion | ECTS | range | completion | ECTS | range |
| 373SF1 | Contemporary Philosophy 1 <i>Martin BLAŽIČEK, Miroslav PETŘIČEK</i> | Z | 2 | 2PT | | | |
| 373SF2 | Contemporary Philosophy 2 <i>Miroslav PETŘIČEK</i> | | | | Z | 2 | 2PT |
| 302FIRE1 | Film Language 1 <i>Petr MAREK</i> | Z | 1 | 2PT | | | |
| 302FIRE2 | Film Language 2 <i>Petr MAREK</i> | | | | ZK | 2 | 2PT |
| 373VU1 | Fine Arts 1 <i>Anežka BARTLOVÁ</i> | ZK | 2 | 2PT | | | |
| 373VU2 | Fine Arts 2 <i>Anežka BARTLOVÁ</i> | | | | ZK | 2 | 2PT |
| 308DH1 | History of Music 1 <i>Pavel KOPECKÝ</i> | Z | 1 | 2PT | | | |
| 308DH2 | History of Music 2 <i>Pavel KOPECKÝ</i> | | | | ZK | 2 | 2PT |
| 373IS1 | Imaginary Worlds 1 <i>Jindřiška BLÁHOVÁ, Dita MALEČKOVÁ</i> | ZK | 2 | 2PT | | | |
| 373IS2 | Imaginary Worlds 2 <i>Jindřiška BLÁHOVÁ, Dita MALEČKOVÁ</i> | | | | ZK | 2 | 2PT |
| 373DNM1 | New Media History 1 <i>Martin BLAŽIČEK</i> | ZK | 3 | 4PT | | | |
| 373DNM2 | New Media History 2 <i>Eric ROSENZVEIG</i> | | | | ZK | 3 | 4PT |
| 376PSK | Perspectives of Contemporary World Cinema <i>Jindřiška BLÁHOVÁ, Šimon Holý, Pavla Janoušková Kubečková, Václav KADRŇKA, Aleš STUHLÝ</i> | ZK | 1 | 3PT | ZK | 1 | 3PT |
| 309MAN1 | Possibilities of Animation 1 <i>Pavel HORÁČEK, Michaela PAVLÁTOVÁ</i> | Z | 2 | 24PS | | | |
| 376TST | Television series through the lens of feminist theories <i>Jindřiška BLÁHOVÁ, Iva Basiarová</i> | ZK | 2 | 2PT | | | |
| 373UPO | The Art of the Moving Image <i>Martin BLAŽIČEK</i> | Z | 2 | 3ST | | | |
| 308ZH | The Basics of Music <i>Pavel KOPECKÝ</i> | | | | ZK | 2 | 2T |
| 376VPSK | The Century of the Camera <i>Ondřej BELICA, Jindřiška BLÁHOVÁ, Jakub FELCMAN, David ČENĚK</i> | Z | 2 | 2PT | | | |
| 373MM1 | Thought and Media 1 <i>Anežka BARTLOVÁ, Pavol FABUŠ</i> | | | | Z | 2 | 2ST |
| 373MM2 | Thought and Media 2 <i>Anežka BARTLOVÁ, Pavol FABUŠ</i> | ZK | 2 | 2ST | | | |