

Study plan – 1st year
Herní design - magistr_2025

Course Name	WS				SS			
tutor	code	completion	ECTS	range	code	completion	ECTS	range
Required main subjects								
Final Commission					312KZ	ZK	1	12PS
Minimal number of credits per semester	0				1			
Required subjects								
Digital Game Histories <i>Jaroslav ŠVELCH</i>	312DGH	ZK	2	2PT				
Workshop <i>Michal BERLINGER</i>	312DN1	ZK	4	4ST	312DN2	ZK	4	4ST
Game Design <i>Andrej SYKORA, Jaroslav ŠVELCH</i>	312HD1	Z	3	20PS+4CS	312HD2	Z	3	24PS+4CS
Game Engine <i>Michal BERLINGER</i>	312HE1	Z	3	3ST	312HE2	Z	3	3ST
Game Prototype					312HP1	ZK	6	12CS
Game Theory					312HT1	ZK	2	20PS+6SS
Game Prototype Concept <i>Michal BERLINGER, Ondřej VAVREČKA</i>	312KHP	ZK	4	12CS				
Assembly in Poněšice <i>Andrej SYKORA, Ondřej VAVREČKA</i>	312SVP1	Z	1	24SS				
Game Studio Internship <i>Andrej SYKORA, Ondřej VAVREČKA</i>					312SHS	Z	8	160P
The Basics of Programming <i>Andrej SYKORA</i>	312ZP	Z	3	12SS+24CS				
Minimal number of credits per semester	20				18			
Required subjects with the possibility of repeat registration								
English for Students of Film <i>Klára BICANOVÁ, Ludmila BOHUSLAVOVÁ, Markéta POKORNÁ</i>	702FAOU3	ZK	3	2ST	702FAOU4	ZK	3	2ST
Minimal number of credits per semester	3				3			
Required elective subjects								
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							
TEAMWORK IN GAME DESIGN	In this group you have to obtain throughout your study at least 6 credits							
Minimal number of credits per semester	0				0			
Total number of set credits	23				22			
Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects	7				8			
Total recommended number of credits per semester	30				30			

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>Ondřej JAVORA, Jana KILIÁNOVÁ</i>	Z	2	18PS-6CS			
312AGPH2	Animation and Graphics in Computer Games 2				Z	2	2PS-10CS
312ZIZT1	Basics of Interactive Sound Creation 1 <i>Tomáš ORAMUS</i>	Z	2	1PS-12S			
312ZIZT2	Basics of Interactive Sound Creation 2				Z	2	8PS-20SS
312HS1	Game Scriptwriting 1 <i>Marek GRAJCIAR, Ondřej VAVŘEČKA</i>	Z	2	2ST			
312HS2	Game Scriptwriting 2				Z	2	2ST

312PVB1

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
312PHSR	Computer games, society and representation				ZK	2	28PS
312GAAH	Game Art and Art Games <i>Helena BENDOVA</i>				ZK	2	24PS
312GJ	Game Jam <i>Andrej SYKORA</i>	Z	1	12SS	Z	1	12SS
312ZVPH	Genres in Computer Games				ZK	2	2T
312JSH	Japanese survival horror				ZK	2	24PS
312PDH1	Production and Distribution of Games 1 <i>Lukáš MILÁČEK</i>	Z	2	2PS-4CS			
312PDH2	Production and Distribution of Games 2				Z	2	2PS-4CS
312TIM	Theory of Interactive Media <i>Andrej SYKORA</i>	Z	2	1PS-6CS			

312PVB2

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
373UI	Artificial Intelligence in Artistic Practice <i>Dita MALEČKOVÁ</i>	ZK	3	24SS			
376HSNS	Boundaries in Cooperation with the Non-profit Sector <i>Viola JEŽKOVÁ, Tereza REICHOVÁ</i>	ZK	5	21S			
376KVY	Climate Storytelling for Everyone <i>Andrea CULKOVÁ</i>	Z	5	48S			
373SF1	Contemporary Philosophy 1 <i>Miroslav PETŘÍČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2				Z	2	2PT
302FIRE1	Film Language 1 <i>Petr MAREK, Bohdan SLÁMA</i>	Z	1	2PT			
302FIRE2	Film Language 2				ZK	2	2PT
373VU1	Fine Arts 1 <i>Anežka BARTLOVÁ</i>	ZK	2	2PT			
373VU2	Fine Arts 2				ZK	2	2PT
376ZMK	Fundamentals of Ethical Marketing and Sustainability Communication <i>Jakub KORDA</i>	Z	5	12S			
308DH1	History of Music 1	Z	1	2PT			
308DH2	History of Music 2				ZK	2	2PT

312PVB2 (continued)

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
376IS	Imaginary Worlds	ZK	2	2PT			
376MS1	Interfaculty Meetings I - Community Building <i>Hana MALANIKOVÁ, Tereza REICHOVÁ</i>	Z	2	24S			
376MS2	Interfaculty Meetings II - Community Building				Z	3	36S
373DNN1	New Media History 1 <i>Martin BLAŽIČEK, Gabriela Palijová</i>	ZK	3	4PT			
373DNN2	New Media History 2				ZK	3	4PT
376PSK	Perspectives of Contemporary World Cinema <i>Jindřiška BLÁHOVÁ, Kristina ROHÁČKOVÁ, Viktor TAUS, Jan VEJNAR</i>	ZK	1	3PT	ZK	1	3PT
309MAN1	Possibilities of Animation 1 <i>Michaela PAVLÁTOVÁ, Matouš SVĚRAK</i>	Z	2	24PS			
376UPAD	Sustainable Audiovisual Production <i>Michaela RYGROVÁ</i>	ZK	5	22S			
376UIF	Sustainable Institutions and Festivals <i>Andrea SLOVÁKOVÁ</i>	ZK	5	32S			
376TST	Television series through the lens of feminist theories <i>Jindřiška BLÁHOVÁ, Iva Baslarová</i>	ZK	2	2PT			
373TJM	Text as Medium: Interactive Narratives, Space and Performativity <i>Dominika Dufková, Jennifer Ann HELIA DEFELICE</i>	Z	3	4PO			
373UPO	The Art of the Moving Image	Z	2	3ST			
308ZH	The Basics of Music				ZK	2	2T
376VPSK	The Century of the Camera	Z	2	2PT			
373MM1	Thought and Media 1				Z	2	2ST
373MM2	Thought and Media 2	ZK	2	2ST			

312PVBC

Code	Course Name <i>Tutor</i>	WS			SS		
		completion	ECTS	range	completion	ECTS	range
312VPH	Development of Computer Games				ZK	6	4PS4CS
312GJ1	Game Jam 1 <i>Andrej ŠYKORA</i>	Z	2	36SS	Z	2	36SS
312GJ2	Game Jam 2 <i>Andrej ŠYKORA</i>	Z	2	36SS	Z	2	36SS
312GJ3	Game Jam 3 <i>Andrej ŠYKORA</i>	Z	2	36SS	Z	2	36SS