

## 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-4-3ST 312DN1	ZK-4-3ST 312DN2	ZK-4-3ST 312DN3	ZK-4-3ST 312DN4			16
312HP	Game Prototype		ZK-12-12CS 312HP					12
312HT*	Game Theory		ZK-22PS+6SS 312HT1	ZK-21PS+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-6-18PS+9CS 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-3-2T 702FAOU3	ZK-3-2T 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_2020							0
703TFV_2020	PHYSICAL EDUCATION FAMU - OPTIONAL_2020							0
300VPZ_2020	OPTIONAL SUBJECTS_2020							0
300MOD_2020	MODULES FAMU_2020							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	WS				SS			
tutor	code	completion	ECTS	range	code	completion	ECTS	range
Povinné předměty hlavní								
Final Commission					312KZ	ZK	1	12PS
Minimal number of credits per semester	0				1			
Povinné předměty								
Digital Game Histories	312DGH	ZK	2	2PT				
Workshop	312DN1	ZK	4	3ST	312DN2	ZK	4	3ST
Game Prototype					312HP	ZK	12	12CS
Game Theory					312HT1	ZK	2	20PS+6SS
Chapters from Game Design	312KHD1	Z	3	20PS+4CS	312KHD2	Z	3	24PS+4CS
Middleware	312MW1	Z	3	3ST	312MW2	Z	3	3ST
Game Studio Internship					312SHS	Z	8	160P
The Basics of Programming	312ZP	Z	3	12SS+24CS				
Minimal number of credits per semester	15				24			
Povinné předměty s možností opakovaného zapsání								
English for Students of Film <i>Klára BÍCANOVÁ, Ludmila BOHUSLAVOVÁ</i>	702FAOU3	ZK	3	2T	702FAOU4	ZK	3	2T
Minimal number of credits per semester	3				3			
Povinné 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_2020								
PHYSICAL EDUCATION FAMU - OPTIONAL_2020								
OPTIONAL SUBJECTS_2020								
MODULES FAMU_2020								
Minimal number of credits per semester	0				0			
Total number of set credits	18				28			
Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects	12				2			
Total recommended number of credits per semester	30				30			

**Study plan – 2nd year**  
Herní design - magistr

Course Name	WS				SS			
tutor	code	completion	ECTS	range	code	completion	ECTS	range
Povinné předměty								
Graduate Game					312AH	ZK	19	12CS
Workshop	312DN3	ZK	4	3ST	312DN4	ZK	4	3ST
Game Theory	312HT2	ZK	2	18PS+6SS				
Middleware	312MW3	Z	3	3ST				
Computer Game Analysis Seminar	312SAPH	ZK	2	2ST				
Game Studio Internship	312SHS	Z	8	160P	312SHS	Z	8	160P
Development of Computer Games	312VPH	ZK	6	46PS+90CS				
Minimal number of credits per semester	17				23			
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_2020								
PHYSICAL EDUCATION FAMU - OPTIONAL_2020								
OPTIONAL SUBJECTS_2020								
MODULES FAMU_2020								
Minimal number of credits per semester	0				0			
Total number of set credits	17				23			
Recommended number of credits per semester that should be obtained from optional and compulsory-optional subjects	13				7			
Total recommended number of credits per semester	30				30			

## Groups of study qualification optional subjects

## 312PVAM

Code	Course Name	WS			SS		
	<i>Tutor</i>	completion	ECTS	range	completion	ECTS	range
312AGPH1	Animation and Graphics in Computer Games 1	Z	2	1PS-6CS			
312AGPH2	Animation and Graphics in Computer Games 2				Z	2	2PS-6CS
312ZIZT1	Basics of Interactive Sound Creation 1	Z	2	1PS-4CS			
312ZIZT2	Basics of Interactive Sound Creation 2				Z	2	8PS-2CS
312HS1	Game Scriptwriting 1	Z	2	2ST			
312HS2	Game Scriptwriting 2				Z	2	2ST

## 312PVB1

Code	Course Name	WS			SS		
	<i>Tutor</i>	completion	ECTS	range	completion	ECTS	range
312GAAH	Game Art and Art Games	ZK	2	24PS	ZK	2	24PS
312GJ	Game Jam	Z	1	12SS	Z	1	12SS
312GPH	Gender and Computer Games				ZK	2	28PS
312IGS	Introduction to Game Studies	ZK	2	1PS-6CS	ZK	2	1PS-6CS
312PDH1	Production and Distribution of Games 1				Z	2	2PS-4CS
312PDH2	Production and Distribution of Games 2	Z	2	2PS-4CS			
312TIM	Theory of Interactive Media	Z	2	1PS-6CS			

## 312PVB2

Code	Course Name	WS			SS		
	<i>Tutor</i>	completion	ECTS	range	completion	ECTS	range
373SF1	Contemporary Philosophy 1 <i>David KORIŇEK, Miroslav PETŘÍČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2 <i>David KORIŇEK, Miroslav PETŘÍČEK</i>				Z	2	2PT
302FIRE1	Film Language 1 <i>Petr MAREK</i>	Z	1	2T			
302FIRE2	Film Language 2 <i>Petr MAREK</i>				ZK	2	2T
373VU1	Fine Arts 1 <i>Hana JANEČKOVÁ</i>	ZK	2	2PT			
373VU2	Fine Arts 2 <i>Hana JANEČKOVÁ</i>				ZK	2	2PT
308DH1	History of Music 1 <i>Pavel KOPECKÝ</i>	Z	1	2T			
308DH2	History of Music 2 <i>Pavel KOPECKÝ</i>				ZK	2	2T
373IS1	Imaginary Worlds 1 <i>Jan BERNARD, Dita MALEČKOVÁ</i>	ZK	2	2PT			
373IS2	Imaginary Worlds 2 <i>Dita MALEČKOVÁ, Ladislav ŠERÝ</i>				ZK	2	2PT
373DNM1	New Media History 1 <i>Martin BLAŽIČEK</i>	ZK	3	4PT			
373DNM2	New Media History 2 <i>Michal KINDERNAY, Eric ROSENZVEIG</i>				ZK	3	4PT
373PI1	Politics of infrastructures 1 <i>Lukáš LIKAVČAN</i>	Z	2	2ST			

## 312PVB2 (continued)

Code	Course Name	WS			SS		
	<i>Tutor</i>	completion	ECTS	range	completion	ECTS	range
373PI2	Politics of infrastructures 2 <i>Lukáš LIKAVČAN</i>				Z	2	2ST
309MAN1	Possibilities of Animation 1 <i>Eliška DĚČKÁ</i>	Z	2	24PS			
309MAN2	Possibilities of Animation 2 <i>Eliška DĚČKÁ</i>				ZK	2	28PS
373UPO	The Art of the Moving Image <i>Hana JANEČKOVÁ</i>				Z	2	2ST
308ZH	The Basics of Music <i>Pavel KOPECKÝ</i>				ZK	2	2T
373MOM1	The Power of the Image, The Image of Power 1 <i>Ladislav ŠERY</i>	Z	2	2T			
373MOM2	The Power of the Image, The Image of Power 2 <i>Ladislav ŠERY</i>				ZK	2	2T
373MM1	Thought and Media 1				Z	2	2ST
373MM2	Thought and Media 2	ZK	2	2ST			