

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	
Required main subjects								
312KZ	Final Commission				ZK-1-12PS 312KZ			1
Minimal number of credits								1
Required subjects								
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-22PS+6SS 312HT1	ZK-218PS+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-64PS+9CS 312VPH			6
312ZP	The Basics of Programming			Z-3-12SS+24CS 312ZP				3
Minimal number of credits								87
Required subjects with the possibility of repeat registration								
702FAOU*	English for Students of Film			ZK-3-2ST 702FAOU3	ZK-3-2ST 702FAOU4			6
Minimal number of credits								6
Required elective subjects								
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
Elective subjects								
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	WS				SS			
tutor	code	completion	ECTS	range	code	completion	ECTS	range
Required main subjects								
Final Commission <i>Andrej SYKORA</i>					312KZ	ZK	1	12PS
Minimal number of credits per semester	0				1			
Required subjects								
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 SYKORA, 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>Michal BERLINGER, Andrej SYKORA</i>					312SHS	Z	8	160P
Development of Computer Games <i>Vojtěch ČERNÝ</i>					312VPH	ZK	6	48PS+90CS
The Basics of Programming <i>Andrej SYKORA</i>	312ZP	Z	3	12SS+24CS				
Minimal number of credits per semester	15				30			
Required subjects with the possibility of repeat registration								
English for Students of Film <i>Klára BICANOVÁ, Ludmila BOHUSLAVOVÁ, Jana MORAVCOVÁ</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							
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	WS				SS			
tutor	code	completion	ECTS	range	code	completion	ECTS	range
Required subjects								
Graduate Game <i>Andrej SYKORA</i>					312AH	ZK	19	12CS
Workshop <i>Michal BERLINGER, Andrea HUBERT, 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>Michal BERLINGER, Andrej SYKORA</i>	312SHS	Z	8	160P	312SHS	Z	8	160P
Minimal number of credits per semester	11				23			
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							
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

312PVAM

Code	Course Name	WS			SS		
		completion	ECTS	range	completion	ECTS	range
	<i>Tutor</i>						
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>Lucie TVARHOVÁ</i>				Z	2	2PS-10SS
312ZIZT1	Basics of Interactive Sound Creation 1 <i>Tomáš ORAMUS</i>	Z	2	1PS-12SS			
312ZIZT2	Basics of Interactive Sound Creation 2 <i>Tomáš ORAMUS</i>				Z	2	8PS-20SS
312HS1	Game Scriptwriting 1 <i>Marek GRAJCIAR</i>	Z	2	2ST			
312HS2	Game Scriptwriting 2 <i>Marek GRAJCIAR</i>				Z	2	2ST

312PVB1

Code	Course Name	WS			SS		
		completion	ECTS	range	completion	ECTS	range
	<i>Tutor</i>						
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
312GJ	Game Jam <i>Jaroslav MELOUN, Andrej SYKORA</i>	Z	1	12SS	Z	1	12SS
312ZVPH	Genres in Computer Games				ZK	2	2T
312JSH	Japanese survival horror <i>Josef TICHÝ</i>				ZK	2	24PS
312PDH1	Production and Distribution of Games 1 <i>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		
	Tutor	completion	ECTS	range	completion	ECTS	range
373SF1	Contemporary Philosophy 1 <i>Miroslav PETŘÍČEK</i>	Z	2	2PT			
373SF2	Contemporary Philosophy 2 <i>Miroslav PETŘÍČEK</i>				Z	2	2PT
302FIRE1	Film Language 1 <i>Petr MAREK, Bohdan SLÁMA</i>	Z	1	2PT			
302FIRE2	Film Language 2 <i>Petr MAREK, Bohdan SLÁMA</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>Jakub KUDLÁČ</i>				ZK	2	2PT
376IS	Imaginary Worlds <i>Jindřiška BLÁHOVÁ, Dita MALEČKOVÁ</i>	ZK	2	2PT			
373DNM1	New Media History 1 <i>Martin BLAŽÍČEK</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, Václav KADRŇKA, Vojtěch MAŠEK</i>	ZK	1	3PT	ZK	1	3PT
309MAN1	Possibilities of Animation 1 <i>Michaela PAVLÁTOVÁ, Matouš SVĚRÁK</i>	Z	2	24PS			
376TST	Television series through the lens of feminist theories <i>Jindřiška BLÁHOVÁ, Iva Baslarová</i>	ZK	2	2PT			
373UPO	The Art of the Moving Image <i>Martin BLAŽÍČEK</i>	Z	2	3ST			
308ZH	The Basics of Music <i>Jakub KUDLÁČ</i>				ZK	2	2T
376VPSK	The Century of the Camera	Z	2	2PT			
373MM1	Thought and Media 1 <i>Anežka BARTLOVÁ, Pavol FABUŠ, Václav JANOŠČÍK</i>				Z	2	2ST
373MM2	Thought and Media 2 <i>Anežka BARTLOVÁ, Pavol FABUŠ</i>	ZK	2	2ST			