

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-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+6CS 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	Game History and Theory (S312MHHT)
Digital Game Histories (312DGH)	BS	
Game Theory 1 (312HT1)	BS	
Game Theory 2 (312HT2)	BS	

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 <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	2PS+6SS			
312ZIZT2	Basics of Interactive Sound Creation 2 <i>Tomáš ORAMUS</i>				Z	2	8PS+2SS
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		
	<i>Tutor</i>	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
312GJ	Game Jam <i>Jaroslav MELOUN, Andrej SÝKORA</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+6SS			
312PDH2	Production and Distribution of Games 2 <i>Lukáš MILÁČEK</i>				Z	2	2PS+6SS
312TIM	Theory of Interactive Media <i>Andrej SÝKORA</i>	Z	2	18PS+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			