



GAMES DEVELOPMENT

This Minor Program provides a sound introduction to the technological facets of game development in theory and practice. Students will get a brief overview of the history of game development, an introduction to business aspects and to the basics of youth protection regulations, as well as an introduction to games design. They will also obtain profound knowledge about the architecture of games systems and gain an in-depth insight into the functionality of their components.

Depending on their individual choice of the courses in this Minor, students have the opportunity to learn the fundamentals of 3D computer graphics including their practical realization: Students will learn more about game engine construction and apply this knowledge by implementing a small engine, or they can develop their own smaller game and implement it on top of an existing engine.

In a practical course they will be a part of a larger team, developing a game under conditions similar to those in commercial game projects. The team is divided into several subgroups. Based on their individual skills and interests, students will join one of the subgroups and engage in project management, engineering, graphics, game design, sound, quality assurance or publishing.

Please note: For this Minor, it is necessary to have some prior experience in programming, preferably in C, C++, C# or Java. Since the subject of game development at our university is currently being extended and consolidated, more topics in this area are to be added shortly. If you require more information, please don't hesitate to get in touch with us.

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COURSES IN THIS PROGRAM (subject to change)	ECTS
Theory of Game Development	6
Practical Game Development	8
German Language Course	2
Choose from the following electives:	
Computer Graphics*	6
Game Physics* (winter semester only)	6
Game Engine Programming*	6
Gameplay Programming*	6
Artificial Intelligence for Computer Games* (summer semester only)	6
Game Design*	6
Mobile Game Development*	6
Virtual Reality Lab	8

*Please note: Not all of these courses are available for exchange students every semester. Exchange students are asked to discuss the options available with the Minor Coordinator prior to arrival and completion of study plans/learning agreements.

ABOUT OUR PROGRAMS

Exchange students are able to choose from a variety of English-taught Minor Programs. Each Minor is a one semester long set program. Most Minors run every semester, and normally consist of 30 ECTS credits. Please note that it is NOT possible to pick and mix courses from different Minors. In order to be admitted to one of our Minors, we expect students to have a language level of B2 or higher in English (non-native speakers need to include proof of language proficiency in their application documents).

FOR QUESTIONS CONCERNING THIS PROGRAM PLEASE CONTACT

Prof. Dr. Jens-Uwe Hahn (academic questions)

Phone: +49 711 8923 2157

Email: hahn@hdm-stuttgart.de

International Office (organizational questions)

Phone: +49 711 8923 2035

Email: incomings@hdm-stuttgart.de