

ACCOMMODATION

The Studierendenwerk Stuttgart (Student Services) owns and maintains several student dorms in Stuttgart, many of them situated near or on campus.

For more information please visit:

www.studentenwerk-stuttgart.de/en/accommodation



ARRIVAL

Your first contact person will be your buddy. This is a Stuttgart Media University student who will pick you up at the airport or the train station and takes you to your accommodation. They will answer your initial questions and help you to settle in. All international students will meet for the first time during the traditional welcome breakfast which launches the orientation weeks.

ORIENTATION WEEKS

Before the semester starts, we help you to organize your exchange semester. This includes: Registration with the local authorities, opening a bank account, getting your student ID, obtaining a ticket for public transport, internet access and many other things. Your intensive German language course will take place before the semester starts (winter semester only) and, of course, so will a lot of other activities, excursions and fun events.

WELCOME TO STUTTGART

When it comes to Stuttgart, names like Mercedes and Porsche come to most people's minds. The federal state capital of Baden-Württemberg is famous for being the home of the world's oldest car manufacturers. With companies like Bosch and Siemens, Stuttgart is in Europe's leading high-tech region and Germany's strongest commercial metropolitan area. Furthermore, Stuttgart is one of the greenest cities in Europe and is richly endowed with mineral spas and numerous springs. Early each year, the largest spring festival in Europe (essentially the Oktoberfest of Stuttgart) takes place at the Cannstatter Wasen, the traditional fairground in the oldest district of the city. When you journey to Stuttgart, you will discover lots more...!

EXCHANGE NETWORK & OTHER ACTIVITIES

Our student-run initiative organizes various activities for our exchange students – not only during the orientation weeks, but also throughout the semester! Find out more about these activities here:

www.hdm-stuttgart.de/international/netzwerke

Your contact to the EXCHANGE NETWORK

exchange.network@hdm-stuttgart.de

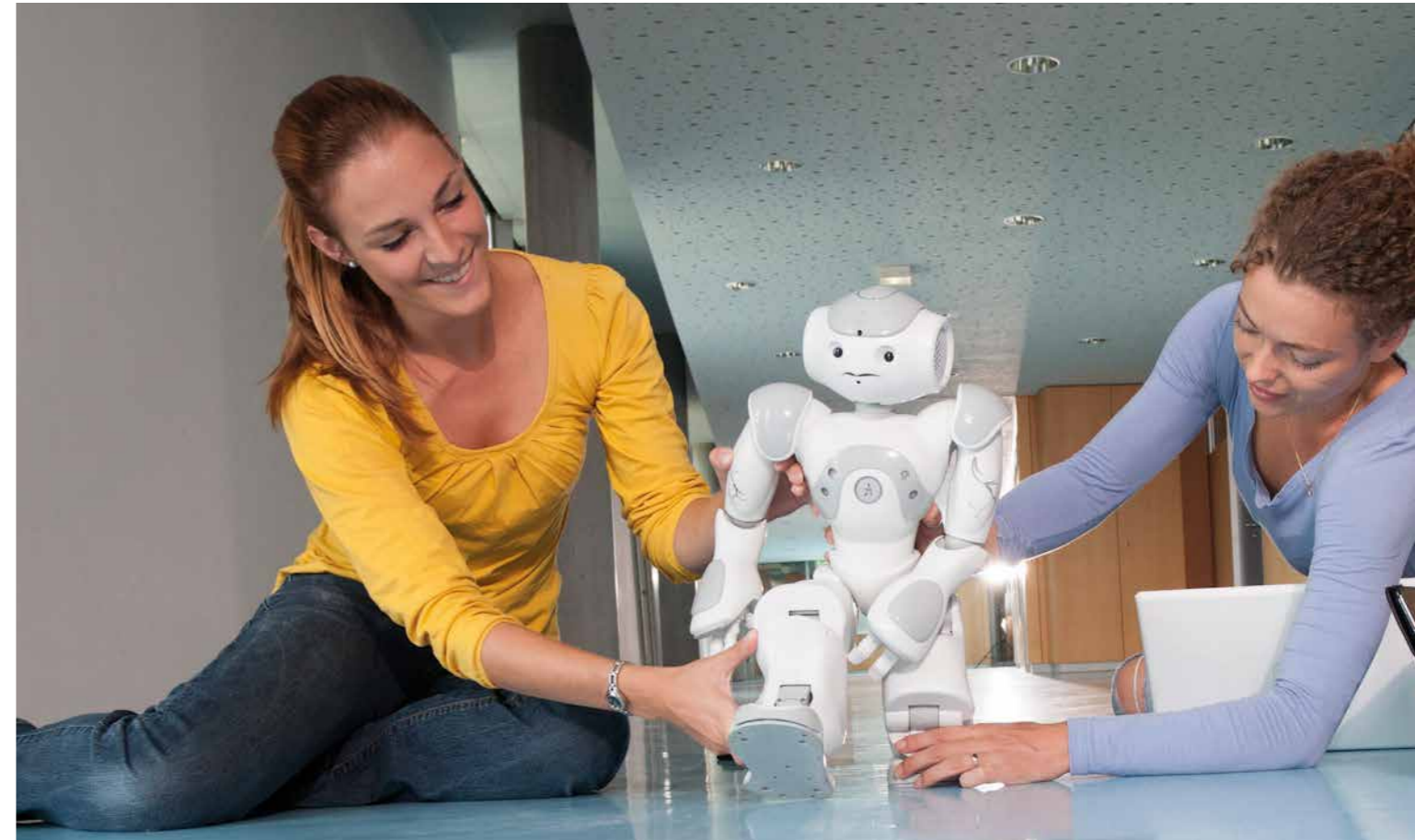
facebook.com/HdmExchangeNetwork/

SCHOLARSHIPS

Students coming from within the European Union may apply for an ERASMUS+ grant at their home university. The Federal State of Baden-Württemberg also offers scholarships for incoming students from our partner universities from all over the world: www.bw-stipendium.de

The German Academic Exchange Service makes different kinds of funding available to foreign students who wish to study in Germany. Find out more here: www.daad.de

STUDY. UNDERSTAND. DO.



Stuttgart Media University

Nobelstrasse 10

70569 Stuttgart

Phone +49 711 8923 2035

Telefax +49 711 8923 11

www.hdm-stuttgart.de

GAMES TECHNOLOGY

Minor

WELCOME TO THE WORLD OF MEDIA

How are books printed? What does „communication“ mean? How are virtual worlds created? What happens behind the scenes in TV studios? What is important in the design of packaging and how does advertising actually work? Students at Stuttgart Media University are concerned with these and many other questions.



With 16 Bachelor's and 11 Master's degree programs, Stuttgart Media University covers a broad spectrum of media expertise: from printed media to electronic media, from media theory and journalism to media production, from media design to making media available.

Stuttgart Media University has partnerships with around 100 universities worldwide, offers international degrees, and runs several ERASMUS+ strategic partnerships with universities from both inside and outside of the EU.

Follow us on Facebook!

www.hdm-stuttgart.de/facebook

GAMES TECHNOLOGY

The Minor program Games Technology provides a sound introduction to the technological facets of game development in theory and practice.

| COURSES | ECTS |
|--------------------------------|------|
| Theory of Game Development | 6 |
| Practical Game Development | 8 |
| German Language | 2 |
| Additional Language Course | 2 |
| Choose two out of four: | |
| Computer Graphics | 6 |
| Game Physics | 6 |
| Game Engine Programming | 6 |
| Gameplay Programming | 6 |

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.

Requirements

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.

For questions concerning this Minor please contact

Prof. Dr. Jens-Uwe Hahn

Phone: +49 711 8923 2157

Email: hahn@hdm-stuttgart.de

INTERNATIONAL OFFICE

Phone: +49 711 8923 2035

Email: incomings@hdm-stuttgart.de



STUDENT EXCHANGE

Every semester, Stuttgart Media University welcomes numerous exchange students from all around the world. If you have decided to study in Stuttgart as part of your semester abroad, we'd like to be the first to welcome you! The academic year at Stuttgart Media University is split into two semesters: a winter semester (September to February) and a summer semester (March to July).

APPLICATION

Step 1: Get nominated by your home university

Step 2: Fill out the online application

Step 3: Upload your supporting documents



Application Deadlines

31 May for the following winter semester

31 October for the following summer semester

www.hdm-stuttgart.de/english/exchange_students

SUBJECT TO CHANGE

Please note, that all the information in this booklet is subject to change. For up-to-date details, please visit our website.