CGL
Cologne Game Lab

Information on studying

Digital Games
Bachelor of Arts

**Technology
Arts Sciences
TH Köln**

Overview

The Bachelor of Arts in Digital Games is a full-time program that lasts seven semesters and is divided into three specialization tracks: Game Arts, Game Design, and Game Programming. During the first two semesters students receive general training in all three areas. From the third semester onwards, each student focuses on the specialization of their choice. Along with the practical and project-based modules, the students acquire the theoretical grounds necessary for the critical examination of video games.

Basic Facts
– 7 semesters (3 1/2 years)
– 3 possible areas of focus: Game Design, Game Arts, and Game Programming
– Language of instruction: English
– Start: mid-September
– Number of students per year: 35
– No tuition fees

Contents
– Game design
– Storytelling
– Audiovisual design
– Animation
– Prototyping
– Programming and technology
– Project management
– Game & media studies

Approach
– Focus on both academic theory and professional practice
– Project oriented learning
– Transdisciplinary collaboration

Entry requirements
– University entrance qualification (»Abitur« or »Fachabitur«)
– Successful completion of Cologne Game Lab's application procedure
– International students need to apply through Uni-Assist as well. Check our special information for international students

Application
The application phase for the B. A. in Digital Games starts in the beginning of March with the publication of the application tasks on CGL's website and closes on March 31st. International applicants can send their Uni-Assist applications from February 1st to March 31st. Throughout the application process CGL will examine applicants' formal, artistic and academic qualifications as well as their English language proficiency.
For further information please visit the CGL website:
www.colognegamelab.de/study/digital-games-ba/apply/ ↗
www.colognegamelab.de/f-a-q/ ↗

Specialization Tracks

Students in the Digital Games B. A. program have to decide for a specialization track that will determine their future path in game design and development. While in the first year of studies all students will be introduced to the basics of each field of focus, the specializations offer advanced studies in one of the tracks from the second year on until graduation.

Specialization Track: Game Arts
The Game Arts specialization track of the B. A. Digital Games program addresses students who are interested in focusing on the audiovisual side of the game development process. Students will be introduced to the creation of compelling art concepts and the overall dramaturgic use of art as part of an original game idea.

Course examples are:
– Life Drawing & Drawing in Perspective
– Games related Graphic Design
– Game Art Concepts
– Creative Process
– 2D and 3D Art and Animation (with a particular focus on 3D)
– Acting for Animation
– Character & World Design
– Sound Design

Specialization Track: Game Design

As one of the three specializations of the Digital Games B. A. program, the Game Design track addresses students who want to focus on the creation and communication of the overall ludic and narrative game concept. Basic studies in narratology, traditional linear and non-linear dramaturgical approaches and ludology will be accompanied by practical exercises in writing and pitching game concepts. Moreover students will be equipped with crucial management skills such as supervising development and iterations and giving guidance to all creative departments in turning an original game idea into a release candidate.

Further instruction and advanced practice will include:
– game design fundamentals
– creating game design document
– player analysis and play testing
– systems design
– game mechanics and story telling in analogue and digital games
– dramatic and epic story telling
– open worlds
– story worlds
– level design
– single player / multi player mechanics
– serious games and game based learning

Specialization Track: Game Programming

As one of the three specializations of the Digital Games B. A. program, the Game Programming track addresses students who are interested in the software development and programming of digital games. Starting of with basic studies in common programming languages, students will be intoduced to creating game worlds and interaction with the help of algorithms and database structures.

Further instruction and advanced practice will include:
– computer architecture
– basic mathematics (trigonometry, linear algebra, 3D)
– basic informatics (algorithms, artificial intelligence)
– frontend (2D/3D graphics, browser)
– backend technology (network, database, client/server)
– operating system specifics
– software management
– game engines

Deadlines & Fees

The Bachelor program begins each year in the winter term (Mid-September), with applications taking place in spring.

Application Process

– Beginning of March: Publication of the application tasks on CGL's website. Applicants will have four weeks to complete them.
– March 31st: Deadline for the registration through CGL's website, which includes uploading the completed application tasks, a portfolio, a school diploma, and a CV. The Uni-Assist application can be sent from February 1st to March 31st.*
– June: Interviews.

There are no tuition fees, however TH Koeln charges a general fee of approximately 265 EUR per semester which includes a ticket for public transport in the area of North Rhine-Westphalia, including the cities of Cologne, Bonn, and Dusseldorf.

*Applicants who didn't receive their Highschool-diploma (Abitur) yet, can hand it in by July 15, BUT need to apply with their last diploma or transcript of records, including a letter saying that they will receive their final diploma after the March 31 deadline. International applicants who don't have their high school diplomas by March 31st need to apply to Uni-assist with their latest transcript of records and a letter saying that they will receive their final diploma after the March 31 deadline. They also have until July 15 to send the diploma to Uni-Assist.

Cologne Game Lab/TH Köln

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www.th-koeln.de/digital_games_ba ↗
www.colognegamelab.de ↗

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