






MSc Games

	Critical and innovative thinking 	Collaboration and management 	Design and programming 	Digital literacy and flexibility 	Sustainability and ethics 
Description of skills	Identify stakeholder needs, desires, and contexts. Know how to address issues with IT-technology and create desirable, feasible, and viable solutions in a scientific way. Ability to critically reflect on solutions and their implications.	Build the right business model, products, IT strategies and governance processes to develop a viable business or accelerate an existing business. Ability to productively work with people from diverse backgrounds, disciplines, and contexts.	Design high quality digital services, experiences, platforms, hardware and software technologies fitting for the task, the users, and the context. Know what coding is and implies, and/or ability to code.	Effectively make sense of information technologies to identify, evaluate, and create content and successfully communicate information and ideas. Ability to adapt swiftly to rapidly shifting trends in a changing ecosystem.	Aware of the potential and challenges of digitalization for humans, organizations, societies, and nature. Demonstrate social and societal responsibility, creativity and originality to ensure sustainable and secure IT solutions.
Programme-specific skills	Every Games graduate can critically reflect on their practice in the context of digital technology in society. They can use scientific theories and methods to research and reflect on complex problems related to the design, implementation, and implications of games.	Every Games graduate has a personal work practice in the disciplines of design, development, or production of games. They can productively collaborate with people from other disciplines and understand industry practices. Depending on their specialization they can lead and manage teams.	Every Games graduate can design and implement prototypes of playful and engaging experiences. Depending on their study track they can design innovative gameplay or are well-rounded game engineers, who are able to innovate in a technological domain.	Every Games graduate has the ability to adapt a design and development process to a project's requirements. Graduates can evaluate, refine, assess and make decisions about prototypes and products through user research, user testing and data-based methods.	Every Games graduate understands cultural, psychological, historical, and social aspects of games and playfulness and is empowered with the ability to teach themselves for the rest of their lives. Graduates can apply their skills inside and outside the games industry.



Design Track: Game Designer, Gameplay Designer, Producer, Level Designer, Narrative Designer.
 Tech Track: Game Programmer, Engine Programmer, Gameplay Programmer, AI Engineer, Machine Learning Engineer.