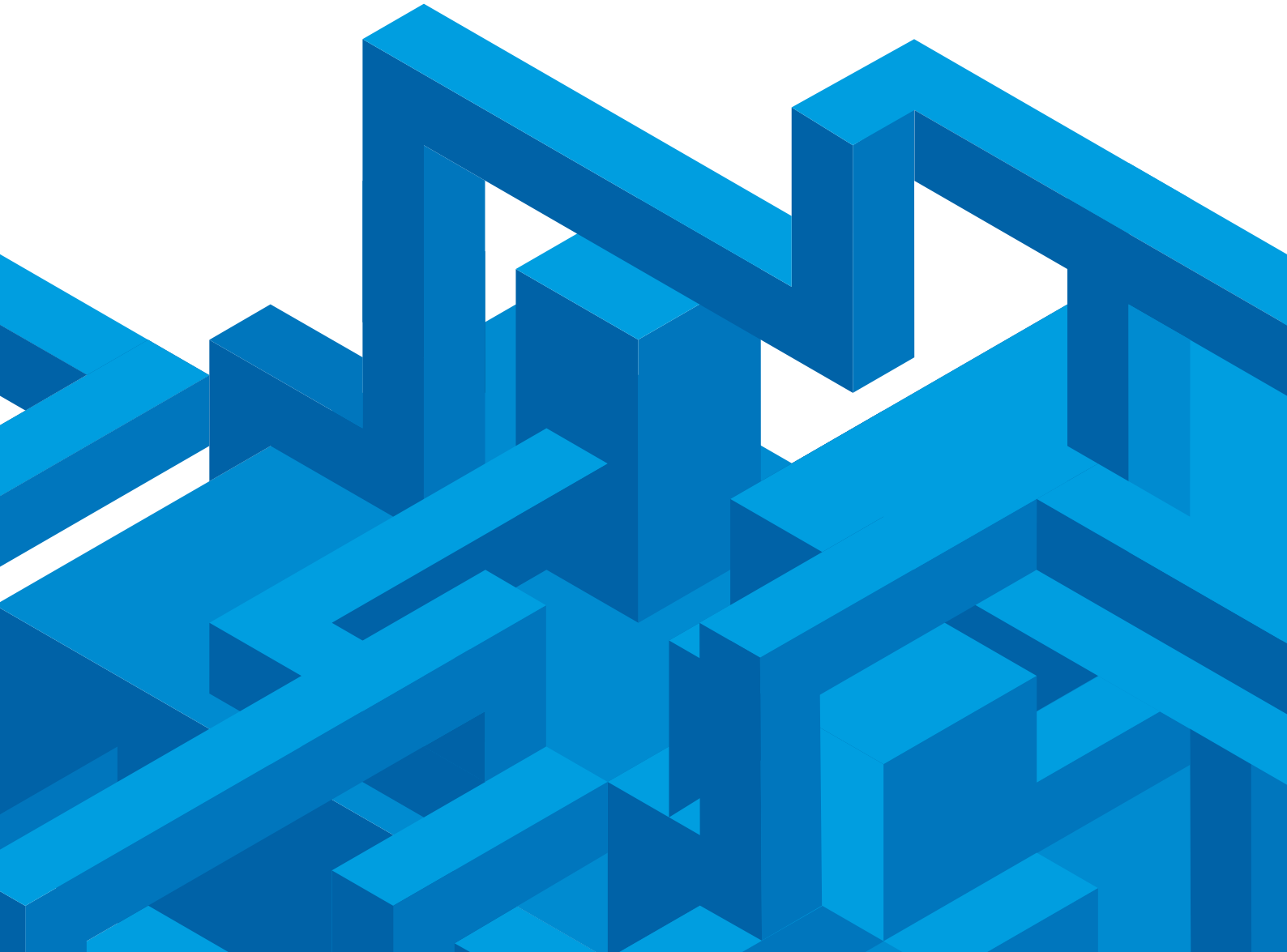




COLOGNE GAME LAB
Institute for Game Development & Research



Fachhochschule Köln
Cologne University of Applied Sciences



DIGITAL AVANTGARDE



We are witnessing the dawning of a new era – the transition from an industrial to a digital culture. Technological advances are changing our daily lives forever. A paradigm shift in the media is taking place: the traditional media of film and television are now facing growing competition from digital games as well as from wider sources of nonlinear and interactive content.

It's not just art and entertainment that have been changed by games. The basic elements of digital games, such as audiovisual simulations are also having an influence on knowledge transfer and problem-solving techniques in both business and research. This creates a unique opportunity for creatives working today to play an active and decisive role in shaping the future.

Prof. Björn Bartholdy, Director CGL
Prof. Gundolf S. Freyermuth, PhD, Director CGL

Photo: Astrid Wolff, KISD photo studio

STUDY AT COLOGNE GAME LAB



The CGL's two-year master's program in "Game Development and Research" combines academic and creative approaches to train innovative, original talent for the digital content industry. Our graduates will be equipped with the skills necessary to tackle complex tasks with a focus on AV design and non-linear narration, whether they're working independently or as part of a team.

The master's course at the CGL is highly project-based and features close interaction between research, teaching and industry. Our course can be taken full-time or part-time and demands a high level of application and motivation from students. The main focus of the master's is on training independent and creative personalities who will be able to lead responses in the nonlinear AV world and specifically the gaming world to the latest changes in technology, aesthetics and economics.

PROGRAM AND COURSE CONTENT

The degree at the CGL is characterized by two main features: relevance and innovation. Through seminars and projects, students will research and experiment with all the design and application options that digital AV media have to offer. Teaching areas include (digital) games as well as interactive film and TV formats, nonlinear training and applied forms of digital art and entertainment.

1. Semester	2. Semester	3. Semester	4. Semester
EQUALISATION & EXCHANGE	RESEARCH & EXPERIMENTATION	MASTER THESIS PREPARATION	MASTER THESIS
Bootcamp	Interface	Rapid Prototyping	Master Thesis
Audiovisual Storytelling	Non-linear Adaption	Master Thesis Preparation Project	
Basic Prototyping	Game Design	Advanced Prototyping	
BASIC GAME DESIGN THEORY	INTERMEDIATE GAME DESIGN THEORY	ADVANCED GAME DESIGN THEORY	
Seminar	Seminar	Lecture	Exam
Seminar	Seminar	Lecture	
Lecture	Lecture	Lecture	
Mentoring	Mentoring	Mentoring	

The master's in "Game Development and Research" is a compact course. By striking a balance between traditional learning models and independent project work, it is designed to accommodate those students who want to study whilst continuing to work in the industry.

There will be around 10 contact hours a week (not including project work). The modules are taught in blocks of lectures, accompanied by intensive mentoring.

Each semester we will set new topics for the projects, lectures and seminars. This will allow our curriculum to keep up to date with the rapid developments in design, theory and business in this new field of research and work.

CAREER

The master's program in "Game Development and Research" is designed to accommodate those students who want to study whilst continuing to work in the industry. After four semesters students graduate from CGL with the international "Master of Arts" (M.A.).

Thematic focusses are:

game design & storytelling

3D-modeling & animation

prototyping

sounddesign & composition

game- & media theory

media research & media education

media law & media business

APPLY

Our master's program in "Game Development and Research" is designed for anyone who wants to design and make innovative games and other non-linear interactive products – professionals from the gaming, film and TV industries but also designers, artists, writers and journalists as well as graduates and talented creatives from other related disciplines.

In order to be accepted into the program, applicants must have a bachelor degree or equivalent as well as a minimum of twelve months' experience working in a relevant industry. Independently realized creative projects will also be considered as part of an individual's application if they can be presented in a satisfactory format.

Among the tasks required for the application, candidates must supply a concept for a creative project that they would like to develop at the CGL.

Deadlines and fees

The semester starts on: 20th September 2010

Number of course participants: max. 20 students

Fees: €3000 per semester

Financial Aid

Ten scholarships are available for 2010/2011. These will cover 50% of fees – i.e., course fees for students receiving a scholarship will be reduced to €1500 per semester.

The scholarships will be awarded by drawing lots; only students from EU countries are eligible. Students accepting a scholarship commit themselves to helping out regularly at the university (e.g. organizing events, looking after guest lecturers, mentoring first-year students, etc).

If you are interested in further financial support possibilities, please contact us directly.

CAREER

The aim of the master's in "Game Development and Research" is to offer a training program for authors and designers creating digital games and other nonlinear audiovisual media which is both relevant to current industry demands but also looks ahead to the future.

The major challenge the course faces is to meet the demands of the constantly shifting new world of the games industry in both the shorter and longer term.

Job descriptions which outline the specific competencies required for a position vary from company to company. Whilst individual skillsets will vary according to each individual's blend of creative and technical skills, students gaining the CGL masters will be qualified for various roles in game development, e.g:

Game Designer

Concept Author

Stage Director



Contact

Get in touch! For more info or a counseling interview please contact us.



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