

Branch: Computer Engineering



Code: COSCGE

Option: Computer Science: Game Engineering

Level: Master

Prerequisites:

Opportunities:

The games market is booming. As a result, there is a high demand for qualified specialists in the field of "IT: game engineering" in all development studios. Under the term "serious games", game concepts are also increasingly finding their way into economic sectors such as car, aircraft and plant construction, medicine, banking and management.

Description

The Master in Computer Science: Game Engineering expands existing knowledge and allows for individual specialization. What does this degree program consist of?

The rapid development of games is based on the rapid progress of computer science and modern computer technology. Graphics and sounds are becoming more and more realistic. The complexity of the simulated worlds and the stories told is increasing. New sensor technology allows for completely new types of interaction. Moreover, games are no longer played alone at home in front of the screen. Thanks to mobile phones, we can play online games anywhere. Excellent computer skills are therefore needed to understand and process these

technologies. However, games engineers do not only focus on the technology, but also on the people who interact with it.

Quality and competences

As a graduate, you have a great deal of flexibility in developing your study plan thanks to an individual competence profile.

The following lines of specialization are offered

Computer graphics and animation

Numeric and simulation

Hardware-related programming

Visual Computing

Autonomous Systems

Game theory and algorithmic economics

Interaction and Communication Internet Models, Technologies and Applications Content from the Master of Computer Science elective catalogue, your own Guided Research and interdisciplinary foundations complement your skills.