

Study Schedule - Games & XR Management (M.A.)

1st semester	2nd semester	3rd semester
XR Art Direction 5 ECTS	Games & XR Research-Focused Project 10 ECTS	Mentoring 5 ECTS
Games & XR Practice-Oriented Project 10 ECTS		Master thesis 25 ECTS
Game Design Mechanics 5 ECTS	Project Funding & Pricing 5 ECTS	
Business Creation 5 ECTS	Strategic Marketing Management 5 ECTS	
Digital & Data Driven Marketing 5 ECTS	Strategic Human Resource Management & New Work 5 ECTS	
	Research Methods 5 ECTS	
30 ECTS	30 ECTS	30 ECTS

	Design
	Management
	Research