

Bachelor MultiMediaArt (MMA-B)

MMA-B Animation Fallterm

MMAB3WG1IL-Game Studies & Game Design 1 / 3 ECTS

MMAB3AF1IL-Animation Fundamentals 1 / 3 ECTS

MMAB3AP1IL-Animation Production 1 / 3 ECTS

MMAB3C1CIL-Character 1 - Concept Art & Modelling /

MMAB3IA2IL-Interactive Authoring / 3 ECTS

MMAB3G1CIL-Gastprofessur 1 - Animation / 1 ECTS

MMA-B Animation Springterm

MMAB2IA1IL-Interactive Authoring 1 / 1 ECTS

MMAB2WCAIL-Concept Art / 2 ECTS

MMAB4WG2IL-Game Studies & Game Design 2 / 3 ECTS

MMAB4AF1IL- Animation Fundamentals 2 / 3 ECTS

MMAB4AP1IL-Animation Production 2 / 3 ECTS

MMAB4C2CIL-Character 2 - Rigging & Animation / 3 ECTS

MMAB4IA3IL-Interactive Authoring 3 - Interactive Authoring 3 / 2 ECTS

MMAB4G1CIL-Gastprofessur 2 - Animation / 0,5 ECTS

MMA-B Audio Fallterm

MMA-B 1 Audio Introduction (lab)

MMA-B 1 Audio Introdcution (lecture)

MMA-B 3 Composition 1

MMA-B 3 English Study Group 1 - Audio

MMA-B 3 Media Scenography 1

MMA-B 3 Music Production 1

MMA-B 3 Recording Arts & Studio Technology

MMA-B 3 Sound Synthesis

MMA-B Audio Springterm

MMA-B 2 Audio Specialisation (lab)

MMA-B 2 Audio Specialisation (lecture)

MMA-B 2 Multimediaprojekt 1 - Audio

MMA-B 2 Multimediaprojekt 1 - Audio

MMA-B 2 Soundtracks

MMA-B 4	Audio Postproduction
MMA-B 4	English Study Group 2 - Audio
MMA-B 4	Media Scenography 2
MMA-B 4	Media Scenography 2
MMA-B 4	Multimediaprojekt 2 - Audio
MMA-B 4	Multimediaprojekt 2 - Audio
MMA-B 4	Music Production 2 - Mix & Mastering
MMA-B 4	Sound & Visual Synthesis
MMA-B 6	Multimediaprojekt 3 - Audio (MMP3)

MMA-B Communication Design Fallterm

MMA-B3: Grafikdesign (3 ECTS)

MMA-B3: Typografie (3 ECTS)

MMA-B3: Motion Design (3 ECTS)

MMA-B Communication Design Springterm

MMA-B2: Visual Storytelling (3 ECTS)

MMA-B2: Creative Coding (3 ECTS)

MMA-B4: Motion Design (3 ECTS)

MMA-B General Fallterm

MMAB1KZEIL Concept Development (4 ECTS)

MMA-B General Springterm

MMAB2ARWIL Academic Reading&Writing (1 ECTS)

MMAB2NAMVO Narrative Methods (1 ECTS)

MMAB2FGVIL Photography Specialisation (1 ECTS)

MMA-B Film Fallterm

MMAB1FSEIL Introduction to Film and Studio (3 ECTS)

MMAB3SW1IL Scriptwriting 1

MMAB3WC1IL Creating Visual Drama 1

MMAB3DRTIL Directing

MMAB3DADIL Digital Art Direction 1

MMAB3DSTIL Digital Storytelling

MMAB3FP1IL Film Producing 1

MMA-B Film Springterm

MMAB2WIFIL Staged Photography

MMAB2SWBIL Scriptwriting Basics
 MMAB4WC2IL Creating Visual Drama 2
 MMAB4DADIL Digital Art Direction 2
 MMAB4SW2IL Scriptwriting 2
 MMAB4WFIL Advertising Film
 MMB4FP2IL Film Producing 2
 MMAB4MESIL Mis en Scene
 MMAB4MMPPT Multimediaprojekt 2

Bachelor MultiMediaTechnology (MMT-B)

MMT-B Game Fallterm

MMTB3GDEIL Game Development 1
 MMTB3MMP Multimediaprojekt 2 (MMP2a)

MMT-B Game Springterm

MMTB4GPEIL Game Production Environments
 MMTB4MCPUE Multimediaprojekt 2 (MMP2b): Concept and Pitch
 MMTB4MMPPT Multimediaprojekt 2 (MMP2b): Implementation
 MMTB4MEUUE Multimediaprojekt 2 (MMP2b): Evaluation and User Testing

MMT-B Web Fallterm

MMTB1WPRIL Webprogrammierung 1
 MMTB1GMGIL Grundlagen Mediengestaltung
 MMTB1TENUE Technical English
 MMTB3SPMIL Software Projektmanagement
 MMTB3BDPIL Backend Development
 MMTB3CMSIL Content Management Systems
 MMTB3FDPIL Frontend Development
 MMTB5MTGSEMedien, Technik und Gesellschaft

MMT-B Web Springterm

MMTB4IHAPT Interdisciplinary Hackathon
 MMTB3MMPPT Multimediaprojekt 2 (MMP2a) ¹
 MMTB2WPRIL Webprogrammierung 2
 MMTB2GGDIL Grundlagen Game Development

¹ only in combination with *MMTB3BDPIL Backend Development* from fallterm

MMTB2HCIVO	Grundlagen Human-Computer Interaction
MMTB4SWAIL	Software Architektur
MMTB4MCPUE	Multimediaprojekt 2 (MMP2b): Concept and Pitch ²
MMTB4MMPPT	Multimediaprojekt 2 (MMP2b): Implementation ³
MMTB4MEUUE	Multimediaprojekt 2 (MMP2b): Evaluation and User Testing ⁴
MMTB4IHAPT	Interdisciplinary Hackathon
MMTB4FSDIL	Full Stack Development
MMTB4COPIL	Cloud Operations
MMTB4HCDIL	Human-Centred Design
MMTB6MMPPT	Multimediaprojekt 3 (MMP3)
MMTB6GETVO	Gastvorträge: Emerging Technologies
MMTB6BOWIL	Business of Web
MMTB6INRIL	Information Retrieval

Master MultiMediaArt (MMA-M)

MMA-M Animation Fallterm

MMAM1PE1IL-Procedural Environments 1 - Workflows / 4 ECTS
MMAM1IE1IL-Interactive Environments 1 - Workflows / 4 ECTS
MMAM1ACGIL-Advanced CG Production 1 / 3 ECTS
MMAM1ECGIL-Emerging CG Topics 1 / 1 ECTS
MMAM3ACGIL-Advanced CG Production 3 / 2 ECTS
MMAM3GWCIL-Gastprofessur & Workshops 2 - Computeranimation / 0,5 ECTS

MMA-M Animation Springterm

MMAM2PE2IL-Procedural Environments 2 - Look & Effects / 4 ECTS
MMAM2IE2IL-Interactive Environments 2 - Look & Effects / 4 ECTS
MMAM2ACGIL-Advanced CG Production 2 / 2 ECTS
MMAM2GWCIL-Gastprofessur & Workshops 1 - Computeranimation / 1 ECTS
MMAM2ANIET2-Emerging CG Topics 2 / 0,5 ECTS

MMA-M Audio Fallterm

MA-M	WS	1	Impulsworkshops - Audio
MMA-MWS		1	Linear Composition & Music Production (WP 2)

² Only in combination with *MMTB4FSDIL Full Stack Development*

³ Only in combination with *MMTB4FSDIL Full Stack Development*

⁴ Only in combination with *MMTB4FSDIL Full Stack Development*

MMA-MWS	1	Linear Composition & Music Production
MMA-MWS	1	Linear Sounddesign - Sound Art & Mix
MMA-MWS	1	Linear Sounddesign - Sound Art & Mix
MMA-MWS	1	MultiMedia Masterprojekt
MMA-MWS	3	Generative Sound & Visual Art
MMA-MWS	3	Generative Sound & Visual Art
MMA-MWS	3	Masterprojekt Realisation - AUDIOVISUAL ENVIRONMENT
MMA-MWS	3	Masterprojekt Realisation - AUDIOVISUAL ENVIRONMENT

MMA-M Audio Springterm

MMA-MSS	2	Music Production Advanced
MMA-MSS	2	Non-linear Art - Compostion & Sound Design
MMA-MSS	2	Non-linear Art - Compostion & Sound Design
MMA-MSS	4	Guest lecture
MMA-MSS	4	Masterprojekt Release
MMA-MSS	4	MultiMedia Masterprojekt Präsentation
MMA-MSS	4	MultiMedia Masterprojekt Präsentation

MMA-M Communication Design Fallterm

MMA-M1: Strategy and Experiment (9 ECTS)

MMA-M1: Experimental Typography (3 ECTS)

MMA-M3: Datavisualisation (2 ECTS)

MMA-M Communication Design Springterm

MMA-M2: Interaction Design (3 ECTS)

MMA-M Film Fallterm

MMAM1SD1IL Script Development 1

MMAM Staging Masterclass / 2 ECTS

MMAM2SD2IL Script Development 2

Master MultiMediaTechnology (MMT-M)

MMT-M Game Fallterm

MMTM1APGIL Applied Games ILV

MMTM1MOGIL Multiplayer & Online Gaming

MMTM1AGPIL Advanced Gameplay Programming [or Bridge Course]

MMT-M Game Springterm

MMTM2PBSIL Physics-Based Simulation

MMTM2EGPIL Efficient Game Programming
MMTM2GSQIL Software Quality Assurance
MMTM2GURIL Games User Research

MMT-M Web Fallterm

MMTM1WPOIL Web Performance Optimisation
MMTM1APPIL Applied Programming Paradigms
MMTM1DSAIL Distributed Software Architectures

MMT-M Web Springterm

MMTM2CODIL Continuous Delivery
MMTM2FENIL Frontend Engineering
MMTM2WSQIL Software Quality Assurance
MMTM2WURIL Web User Research
MMTM2IVIIL Information Visualisation & Visual Analytics
MMTM2GAAIL Generative AI
MMTM2SREIL Predictive Modelling

Master Human Computer Interaction (HCI-M)

All courses are taught in English

Available for enrollment consulting IAA