

## Bachelorstudium Design B.A.

**Mögliche Jobprofile**  
Screen- und Interface Designer/in  
Kommunikationsdesigner/in  
Modeling Artist 3D  
Game Designer/in  
Art Director/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                                 | 2. Semester   | 3. Semester                                 | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                                 | 7. Semester                      |
|---|---|---|--|------------------------------------|---|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS        | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Studienrichtungsspezifisches Modul<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS           | Creative Arts Skills IV<br>3 SWS |
| Studienrichtungsspezifisches Modul<br>4 SWS | Studienrichtungsspezifisches Modul<br>4 SWS                 | Studienrichtungsspezifisches Modul<br>3 SWS | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS          | Bachelor Konzept                 |
| Fotografie<br>3 SWS                         | Kunst und Designgeschichte<br>3 SWS                         | Studienrichtungsspezifisches Modul<br>3 SWS | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Studienrichtungsspezifisches Modul<br>3 SWS |                                  |
| Creative Arts Skills II<br>3 SWS            | Creative Arts Skills I<br>3 SWS                             | Studienrichtungsspezifisches Modul<br>3 SWS | Interaction and Interface Design I EN<br>4 SWS |                                    | Studienrichtungsspezifisches Modul<br>3 SWS | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                           | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS               | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS                       | 2 SWS                            |
| 3D Modeling<br>3 SWS                        | Kreativwerkzeuge analog/digital<br>2 SWS                    |   |  |                                    |   |                                  |
| <b>30 ECTS / 19 SWS</b>                     | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                     | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>                     | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Mediendesign**

**Mögliche Jobprofile**  
Screen- und Interface Designer/in  
Social Media Designer/in  
Corporate Designer/in  
Creative Director/in  
Art Director/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                              | 2. Semester   | 3. Semester                               | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|--|---|---|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS     | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen im Mediendesign<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen im Mediendesign<br>4 SWS | Grundlagen Mediendesign<br>4 SWS                            | Interaction Design<br>3 SWS               | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                      | Kunst und Designgeschichte<br>3 SWS                         | Screen- und Interfacedesign<br>3 SWS      | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | User Experience Design<br>3 SWS    | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS         | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS           | Interaction and Interface Design I EN<br>4 SWS |                                    | VFX, Motion Design<br>3 SWS        | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                        | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS             | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                     | Kreativwerkzeuge analog/digital<br>2 SWS                    |   |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>                  | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                   | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>            | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Animation**

**Mögliche Jobprofile**  
Technical Director/in für Animation/Compositing  
Visual Effects Director/in/Supervisor  
Compositing Artist  
Modeling Artist 3D  
Lighting Artist 3D

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                           | 2. Semester   | 3. Semester                            | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|---------------------------------------|---|--|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS  | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen in Animation<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen in Animation<br>4 SWS | Grundlagen Animation & Modeling<br>4 SWS                    | Vertiefung 2D/3D-Artwork<br>3 SWS      | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                   | Kunst und Designgeschichte<br>3 SWS                         | Modeling & Texturing<br>3 SWS          | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Character Animation<br>3 SWS       | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS      | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS        | Interaction and Interface Design I EN<br>4 SWS |                                    | VFX, Motion Design<br>3 SWS        | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                     | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS          | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                  | Kreativwerkzeuge analog/digital<br>2 SWS                    |  |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>               | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>            | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Illustration**

**Mögliche Jobprofile**  
Illustrator/in für Comic/Graphic Novels  
Trickfilmillustrator/in  
Buchillustrator/in  
Infografiker/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                              | 2. Semester   | 3. Semester   | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|--|---|---|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS     | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen in Illustration<br>4 SWS             | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen in Illustration<br>4 SWS | Grundlagen Spieledesign 2 D<br>4 SWS                        | Character Design and Environment Composition<br>3 SWS | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                      | Kunst und Designgeschichte<br>3 SWS                         | Narration / Storytelling<br>3 SWS                     | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Trickfilm<br>3 SWS                 | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS         | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS                       | Interaction and Interface Design I EN<br>4 SWS |                                    | Form and Material<br>3 SWS         | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                        | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS                         | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                     | Kreativwerkzeuge analog/digital<br>2 SWS                    |   |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>                  | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                               | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>            | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Game Design**

**Mögliche Jobprofile**  
Interface Designer/in  
Game Designer/in  
Concept Artist  
Games Artist  
Storyteller/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                             | 2. Semester   | 3. Semester                              | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|---|---|--|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS    | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen im Game Design<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen im Game Design<br>4 SWS | Grundlagen Game Design<br>4 SWS                             | Vertiefung 2D/3D Gestaltung<br>3 SWS     | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                     | Kunst und Designgeschichte<br>3 SWS                         | Game Engines<br>3 SWS                    | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Level Design<br>3 SWS              | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS        | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS          | Interaction and Interface Design I EN<br>4 SWS |                                    | Serious Games<br>3 SWS             | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                       | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS            | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                    | Kreativwerkzeuge analog/digital<br>2 SWS                    |  |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>                 | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                  | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>            | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Kommunikationsdesign**

**Mögliche Jobprofile**  
Webdesigner/in/Appdesigner/in  
Kommunikationsdesigner/in  
Ausstellungsdesigner/in  
Editorial Designer/in  
Art Director/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                                      | 2. Semester   | 3. Semester                                       | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|--|---|---|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS             | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen im Kommunikationsdesign<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen im Kommunikationsdesign<br>4 SWS | Grundlagen Kommunikationsdesign<br>4 SWS                    | Visuelle Systeme<br>3 SWS                         | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                              | Kunst und Designgeschichte<br>3 SWS                         | Interaction Design<br>3 SWS                       | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Branding<br>3 SWS                  | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS                 | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS                   | Interaction and Interface Design I EN<br>4 SWS |                                    | Think Lab<br>3 SWS                 | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                                | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS                     | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                             | Kreativwerkzeuge analog/digital<br>2 SWS                    |   |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>                          | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                           | <b>30 ECTS / 18 SWS</b>                        |                                    | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>          |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Fotografie und Bewegtbild**

**Mögliche Jobprofile**  
Imagefilmer/in/Werbefilmer/in  
Musikvideo Artist  
Visual Artist 3D  
Fotodesigner/in  
Bildredakteur/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester   | 2. Semester   | 3. Semester  | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                        | 7. Semester                      |
|---|---|--|--|------------------------------------|------------------------------------|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS                  | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Spezielle Themen in Fotografie und Bewegtbild<br>4 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS  | Creative Arts Skills IV<br>3 SWS |
| Aktuelle Themen in Fotografie und Bewegtbild<br>4 SWS | Vertiefung Fotografie und Bewegtbild<br>4 SWS               | Inszenierte Fotografie<br>3 SWS                        | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS | Bachelor Konzept                 |
| Fotografie<br>3 SWS                                   | Kunst und Designgeschichte<br>3 SWS                         | 3D Concept<br>3 SWS                                    | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Bewegtbild<br>3 SWS                | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS                      | Creative Arts Skills I<br>3 SWS                             | Portfolio & Production<br>3 SWS                        | Interaction and Interface Design I EN<br>4 SWS |                                    | Kinowerkstatt/Filmtechnik<br>3 SWS | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                                     | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS                          | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS              | 2 SWS                            |
| 3D Modeling<br>3 SWS                                  | Kreativwerkzeuge analog/digital<br>2 SWS                    |  |  |                                    |                                    |                                  |
| <b>30 ECTS / 19 SWS</b>                               | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 18 SWS</b>                                | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>            | <b>30 ECTS / 9 SWS</b>           |

Bachelorstudium  
**Design B.A.**  
**Vertiefung Webdesign**

**Mögliche Jobprofile**  
User Experience Designer/in  
Social Media Designer/in  
Interaction Designer/in  
UX Designer/in  
UI Designer/in

Semesterübersicht 7 Semester, Start im Sommersemester

| 1. Semester                          | 2. Semester   | 3. Semester                          | 4. Semester (Ausland)                          | 5. Semester (Praxis)               | 6. Semester                              | 7. Semester                      |
|--------------------------------------|---|--------------------------------------|--|------------------------------------|--|----------------------------------|
| Wissenschaftliches Arbeiten<br>3 SWS | Language Proficiency and Cultural Sensitivity I EN<br>4 SWS | Agiles IT-Projektmanagement<br>3 SWS | Intercultural Communication   EN<br>3 SWS      | Kommunikationskompetenzen<br>3 SWS | Creative Arts Skills III<br>3 SWS        | Creative Arts Skills IV<br>3 SWS |
| Grundlagen Mediendesign<br>4 SWS     | Grundlagenmodul Programmieren<br>4 SWS                      | Informationssicherheit<br>3 SWS      | Project Management   EN<br>3 SWS               | Studentische Initiative            | Design- und Medientheorie<br>3 SWS       | Bachelor Konzept                 |
| Fotografie<br>3 SWS                  | Kunst und Designgeschichte<br>3 SWS                         | Datenbanksysteme<br>3 SWS            | Visual and Motion Design   EN<br>3 SWS         | Praxismodul                        | Betriebs- und Datensysteme<br>3 SWS      | 4 SWS                            |
| Creative Arts Skills II<br>3 SWS     | Creative Arts Skills I<br>3 SWS                             | Screen-/Interfacedesign<br>3 SWS     | Interaction and Interface Design I EN<br>4 SWS |                                    | Datenstrukturen und Algorithmen<br>3 SWS | Bachelor Seminar                 |
| Ästhetik<br>3 SWS                    | Illustration und Typographie<br>3 SWS                       | Orientierungsprojekt<br>5 SWS        | Interdisciplinary Project   EN<br>5 SWS        |                                    | Fokusprojekt<br>5 SWS                    | 2 SWS                            |
| 3D Modeling<br>3 SWS                 | Kreativwerkzeuge analog/digital<br>2 SWS                    |                                      |  |                                    |  |                                  |
| <b>30 ECTS / 19 SWS</b>              | <b>30 ECTS / 19 SWS</b>                                     | <b>30 ECTS / 17 SWS</b>              | <b>30 ECTS / 18 SWS</b>                        | <b>30 ECTS / 3 SWS</b>             | <b>30 ECTS / 17 SWS</b>                  | <b>30 ECTS / 9 SWS</b>           |