

Curriculum Creative Computing

1st year of studies

1 st semester	ECTS
Frontend Development	
Introduction to Web Technologies	3
Client-Side Coding	4
2D Browser Game Coding	3
User Interface Design	
Graphic Design	3
2D Game Graphics	2
Foundations of Creative Computing	
Game Design and Digital Storytelling	4
Design Thinking	1,5
Agile Software Lifecycle Management	1,5
2D Game Mathematics and Physics	3
Creative Code Lab 1: Games and Playful Frontends	5

2nd year of studies

2 nd semester	ECTS
Web Programming	
Server-Side Coding	3
Database Systems & Web Services	2
Design-Oriented HCI	
Introduction to Human-Centred Design	2
User Research	3
Web Design	
Visual Interface Design	2
Responsive Design and Prototyping	3
Foundations of Creative Computing 2	
Networks, Cloud & Communication Security	3
Applied Artificial Intelligence (AI)	3
Design for All	2
Selected Legal Topics for Developers and Designers	2
Creative Code Lab 2: Connected World	5

3 rd semester	ECTS
Mobile Programming	
Mobile Coding	3
Software Testing	2
Empirical Methods in HCI	
Usability and Experience Evaluation	5
Mobile User Interface Design	
User Interface Design for Mobile Devices	2
Interaction, Interfaces and Prototyping	3
Physical Computing and Internet of Things	
Physical Computing and Connectivity	3
Tangible User Interfaces	2
Elective Module	
Elective Module	5
Creative Code Lab 3: Mobile Applications	5

4 th semester	ECTS
Cross-Reality Coding	
C# Development	2
3D Computer Graphics and Animation	4
Engine-Based Cross Reality Development	3
Team-Based Agile Software Lifecycle Management	1
3D Design	
3D Modelling and Animation	3
Game Audio	2
Scientific Writing	
Scientific Writing	5
Elective Module	
Elective Module	5
Creative Code Lab 4: Extending Realities	5

3rd year of studies

5 th semester	ECTS
Internship	20
Bachelor Thesis	10

6 th semester	ECTS
Project Semester	
Project Work	19
Project Coaching	3
Project-Specific Coaching	6
Bachelor Exam	2

ECTS: European Credit Transfer System – measuring unit for the overall effort that it takes an average student to positively complete a course. One credit point equals a workload of 25 hours (presence times, independent studies, examinations, etc.).



The current course schedule is also available online under “Course Contents”: fhstp.ac.at/bcc