

Games Master Class

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Profile of the Games Master Class

The Games Master Class has been set up with support by the Leipzig Foundation for Innovation and Technology Transfer in summer 2007.

The Games Master Class will be held every semester beginning in the winter term of 2007/08. For the time being, the Games Master Class is scheduled for four subsequent semesters. It shall be continued.

The Games Master Class has a twofold appearance. Firstly, it appears as a conventional master class as known from the arts. Students practice their subject through contact and cooperation with leading scholars. For this purpose, FIT Leipzig invites representatives from the games industries and from relevant institutes to give classes and to work with the master class students. Secondly, the Games Master Class is profiled as a conventional academic course. Universities and academies negotiate individual agreements of how to integrate the master class events into their curricula.

Graduates of the Games Master Class receive a certificate for completing a one-semester class.

In dependency on the agreements between the Games Master Class at FIT Leipzig and other academic institutions, students may receive particular certificates in accordance with the curricular regulations of these institutions.

The Games Master Class aims at a new quality of cooperation between the games industries and the academia. Digital games are seen at the same time as artwork, as media and as computer programs requiring both an artistic and a scientific treatment.

The Games Master Class is intended to contribute to the development of a Digital Games Science. By means of the Games Master Class, professionals contribute to the evolution of this science.

Registration for the Games Master Class is granted individually. Applications shall be sent electronically to GamesMasterClass@fit-leipzig.de. The director of the Games Master Class decides on admission after consultation with the advisory board.

Contact: GamesMasterClass@fit-leipzig.de