

Hochschule Bonn-Rhein-Sieg (H-BRS)

At our three campuses located in Sankt Augustin, Rheinbach and Hennef, we offer 36 study programmes for approximately 9000 students. The University cooperates with more than 80 foreign universities in about 40 countries.

H-BRS has been ranked among the top universities of applied sciences for computer science in various national assessments. We offer modern equipment and small learning groups with intensive tutoring.

The Institute of Visual Computing (IVC)

The Master of Visual Computing & Games Technology is offered in cooperation with the Institute of Visual Computing. Our students benefit from the established research focus of the institute with its state-of-the-art facilities and have access to all labs and installations. They receive stimulating input from scientific projects as well as industrial partners and can start building a network of scientists and potential employers early on. We are proud of our international network with partners in Japan, Canada and the U.S. and encourage a stay abroad. The IVC often welcomes international guest speakers.

The Region

The Bonn-Rhein-Sieg region is a key hub in the areas of science as well as media and entertainment. This provides ideal opportunities for cooperations with other nearby universities, scientific institutions and innovative companies. The Sankt Augustin campus is easily accessible by public transport from Cologne and Bonn.



AT A GLANCE

Degree

Master of Science (MSc)

Programme duration

4 semesters (2 years)

Teaching language

German and English

Start of course

Summer Semester (March)
or Winter Semester (September)

Application period

15 November – 15 January for the summer semester
15 May – 15 July for the winter semester

Admission requirements

- A professional academic degree (bachelor or equivalent) with
- At least 90 ECTS credits earned from computer-science content
- With a GPA of 2.5 or less on the German grading scale
- Upper B2 level of English

Semester fee:

www.h-brs.de/en/fees

More information:

www.mvg.inf.h-brs.de and
www.games-studiengang.de

Computer Science

Visual Computing & Games Technology

Campus Sankt Augustin

Hochschule Bonn-Rhein-Sieg
Grantham-Allee 20
53757 Sankt Augustin, Germany
info-mvg@inf.h-brs.de

Academic Course Guidance

Prof. Dr. André Hinkenjann,
Course Coordinator
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For general information and application to the programme

Registrar's Office
For German applicants
Tel. +49 2241 865 626 or -644
For international applicants
Tel. +49 2241 865 622
studierendensekretariat@h-brs.de
www.h-brs.de/en/registrar-services

 www.h-brs.de/en

 www.facebook.com/hsbrs

**Visual Computing &
Games Technology**
Master of Science (MSc)



Stand 11/2018 Fotos: Dominik Leschtschow, Eric Lichtenscheidt, NASA, David Scherfgen, Kira Wazinski



**Hochschule
Bonn-Rhein-Sieg**
University of Applied Sciences

ABOUT THE PROGRAMME

You have a strong interest in the technical side of computer games? Then the Master “Visual Computing and Games Technology” is just right for you!

Course content

In this course you will gain in-depth knowledge as well as expand your practical programming skills, e.g., to develop new rendering techniques or innovative user interfaces. Other key topics of Visual Computing with a high relevance for games and Augmented Reality include User Experience, Computer Vision and Scientific Visualization.

Your career path

Our graduates qualify as specialists for the booming games industry as well as for other companies with a need for 3D visualizations, simulations and Serious Games. Alternatively this is the ideal path to join the rapidly evolving interdisciplinary research in the field as a junior scientist. After successful completion of the course students may enroll for a PhD.



I had a wonderful time at H-BRS and in Bonn. I really felt comfortable and welcome. The professors and staff were very encouraging and always ready to help.

T. Hassan, India

THE MASTER PROJECT

The Master project is carried out in semesters one to three as consecutive modules of the course.

1st semester

Scientific work, project management and system design

2nd semester

Implementation

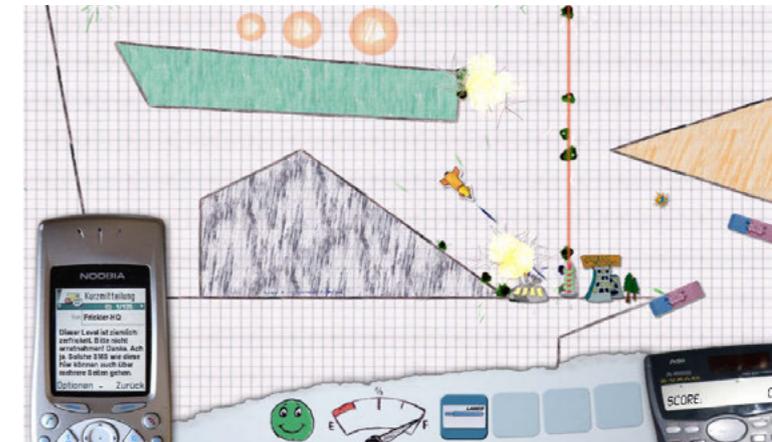
3rd semester

Evaluation

Students work in small to medium-sized teams. They are expected to:

- gain hands-on project experience
- apply recently acquired knowledge and skills to the solution of real life problems in IT applications
- reflect critically on the experience and outcome of their practical work

At the end of each semester, students present the current stage of their project in a colloquium and hand in a project report.



CURRICULUM

Semester		1.	2.	3.	4.
Lectures		Computer Science – Basics for Visual Computing	Advanced Computer Graphics	Cross-disciplinary Applications of Visual Computing	
		Computer Vision	Games: User Experience and User Analysis	MVG Core Elective	
		Games: Advanced User Interfaces	MVG Core Elective	MVG Seminar	
		Scientific Visualization		Scientific Writing	
Project		MVG Project 1 Introduction	MVG Project 2 Implementation	MVG Project 3 Evaluation	
Thesis and Colloquium					MVG Colloquium
					MVG Thesis

The current curriculum can be found here: <http://curriculum.inf.h-brs.de>