

## **Package insert for the “Games & Immersive Media” degree programme**

Please read carefully before participating. For information on risks and side effects, it is best to ask students in higher semesters...

1. “Games & Immersive Media” is a modern degree programme that leaves centuries-old traditions of university teaching behind, embracing new concepts such as block teaching, cohort workshops, and collaborative learning, eduScrum, bilingualism, project orientation, and more. This requires commitment, flexibility and agility from all participants.
2. Students are expected to use the module handbook to gain an independent overview of the learning objectives and content of the respective module. Lecturers may also define deviating, supplementary, or current content and endeavor to communicate this at the beginning of the module, subject to spontaneous deviations.
3. We expect students to be present in the cohort workshop on each working day from 9.30am to 5.30pm, with the exception of a lunch break from 1.00 – 2.00pm. Wednesday afternoons are usually free.
4. During this time, lecturers and their assistants come to the workshop to work with the students. On average, the contact time corresponds to that specified in the module handbook. This is subject to change, but the lecturers try to provide an overview of contact times, at latest by the evening before.
5. All study tasks should and can be completed during this time. As a rule, no time should be spent studying in the evenings and on weekends. Exceptions are special courses, network meetings, game jams, exhibition trips, etc..
6. Progress in the programme is monitored by the dean of studies or their deputy. They appear occasionally in the cohort workshop and offer themselves as contact persons for suggestions for improvement that cannot be implemented in direct dialogue with the relevant lecturers or fellow students. They are also available outside of these visits as contact persons in the office or via electronic communication channels.
7. Grading is required by law, and unfortunately our scope for maneuver is very limited in this regard. “Games & Immersive Media” is more about building skills than earning grades. A grade of 4.0 means that the skills gained are considered sufficient for the subject in question. A grade of 1.0 means that the student has achieved an absolutely outstanding performance that far exceeds the required level of competence and that no further improvement could have been achieved in the time available.
8. Building a portfolio is more important than grades. From day one, we encourage every student to build and maintain a comprehensive portfolio. Such a portfolio is extremely helpful when applying for internships and later when looking for a job. This is not the only reason why we expect a high degree of intrinsic motivation in this regard.
9. In addition to practical work, students produce a variety of written documents. Here, attention must be paid to good expression, spelling, structure, and formatting. Each document should also have a cover page containing the title, the names of the authors, the date, and the context (university, degree programme, module, etc.).
10. Networking with industry players and other educational institutions is also very important. We offer excursions, trips and celebrations to allow you to meet other people and open doors. We expect voluntary and committed participation.

We hope you all enjoy studying “Games & Immersive Media”!

All the best,  
Your lecturers