

READING VERSION

**Examination Regulations (StgPO) for
the Bachelor's Degree Programs
Film & Sound,
Photography,
Communication Design,
Serious Games & Digital Knowledge,
and Object and Spatial Design
of the Faculty of Design
at Fachhochschule Dortmund –
University of Applied Sciences and Arts**

Version of the 2nd Amendment Regulation of 3 July 2025

Disclaimer:

The English version of this document only serves information purposes.
Solely the German version of this document is the official and legally binding one.

**Examination Regulations (StgPO) for the
Bachelor’s Degree Programs
Film & Sound, Photography, Communication Design,
Serious Games & Digital Knowledge and Object, and Spatial Design
of the Faculty of Design
at Fachhochschule Dortmund –
University of Applied Sciences and Arts**

Pursuant to Section § 2 (4) Sentence 1 and Section § 64 (1) in conjunction with Section § 22 (1) No. 3 of the Higher Education Act of the State of North Rhine-Westphalia (Hochschulgesetz – HG) of 16 September 2014 (GV. NRW p. 547), as last amended by the Act of 19 December 2024 (GV. NRW p. 1,222), Fachhochschule Dortmund has issued the following examination regulations:

Table of Contents

I.	General Provisions	4
§ 1	Scope of the Examination Regulations,	4
	Applicability of the General Examination Regulations (RahmenPO)	4
§ 2	Objective of the Program, Bachelor’s Degree	4
§ 3	Module Structure and Credit System	5
§ 3a	Start of Program and Standard Program Duration	6
§ 4	Admission Requirements	6
§ 5	Academic Advising	7
§ 6	Examination Board	7
§ 7	Examiners and Assessors	7
§ 8	Academic and Examination Credits and Degrees	7
§ 9	Grading Exams.....	7
§ 10	Repetition of Exams	8
§ 11	Absence, Withdrawal, Cheating and Misconduct	8
§ 12	Invalidity of Exams.....	8
§ 13	Access to Examination Records.....	8
§ 14	Appeals Procedure	8
§ 15	Retention Periods for Examination Records	8
II.	Mentoring, Counseling Sessions Regarding the Status of Studies, Supervision-Intensive Modules	8
§ 16	Mentoring and Counseling Sessions Regarding the Status of Studies	8
§ 17	Supervision-Intensive Modules	8
III.	Special Study Contents.....	9

§ 18	Core Skills.....	9
§ 19	Study Abroad Semester, Domestic and International Internships, Practical Semester	9
II.	Examination Components in Module Examinations	9
§ 20	Objective and Format	9
§ 21	Admission to Module Exams	9
§ 22	Conducting Exams	10
§ 23	Written Exams.....	10
§ 24	Project-Based Work	10
§ 25	Oral Exams	10
§ 26	Term Papers and Presentations.....	10
§ 27	Bonus Points for Semester-Related Study Achievements.....	10
IV.	Bachelor’s Thesis	10
§ 28	Final Project and Thesis	10
§ 29	Admission to the Final Project and Thesis.....	11
§ 30	Assignment and Completion of the Final Project and Thesis.....	12
§ 31	Submission of the Final Project and Thesis.....	12
§ 32	Colloquium	13
§ 33	Assessment of the Final Project, Thesis, and Colloquium.....	13
VI.	Bachelor’s Exam, Certificates, Diplomas.....	13
§ 34	Results of the Bachelor’s Exam	13
§ 35	Certificate, Final Grade, Diploma Supplement, Transcript of Records	13
§ 36	Additional Modules	14
§ 37	Bachelor’s Degree Certificate	14
VII.	Final Provisions.....	14
§ 38	Data Protection	14
§ 39	Entry into Force, Publication, Transition Periods	14
	Appendix 1	16
	Program-Specific Provisions for the Bachelor’s Degree Programs Film & Sound, Photography, Communication Design, Object and Spatial Design, and Serious Games & Digital Knowledge	16
A.	Bachelor’s Degree Program Film & Sound.....	16
B.	Bachelor’s Program Photography.....	18
C.	Bachelor’s Program Communication Design.....	19
D.	Bachelor’s Degree Program Object and Spatial Design	20
E.	Bachelor’s Degree Program Serious Games & Digital Knowledge.....	22
	Appendix 2 Study Course Plan Film & Sound (in German):	23
a)	Specialization Film:.....	23
b)	Specialization Study Course Plan Sound:.....	24
	Appendix 3 Study Course Plan Photography (in German)	25
	Appendix 4 Study Course Plan Communication Design (in German).....	26
	Appendix 5 Study Course Plan Object and Spatial Design (in German)	27

Appendix 6 Study Course Plan Serious Games & Digital Knowledge (in German): 28
Appendix 7 Study Course Plan Serious Games & Digital Knowledge (in English): 29

I. General Provisions

§ 1 Scope of the Examination Regulations, Applicability of the General Examination Regulations (RahmenPO)

[related to § 1 RahmenPO]

- (1) These Examination Regulations (StgPO) apply to the Bachelor's degree programs
 - Film & Sound,
 - Photography,
 - Communication Design,
 - Serious Games & Digital Knowledge, and
 - Object and Spatial Design

of the Faculty of Design at Fachhochschule Dortmund – University of Applied Sciences and Arts.

In accordance with § 64 (2) of the Higher Education Act of North Rhine-Westphalia (HG NRW), in conjunction with the General Examination Regulations (RahmenPO) of Fachhochschule Dortmund dated 20 August 2013 (Official Notices – Gazette – of Fachhochschule Dortmund, 34th year, No. 78 of 23 August 2013), in the respective applicable version, these regulations govern the Bachelor examination in these programs.

For joint Bachelor's programs or program tracks offered across multiple universities, deviating provisions may be established in accordance with the agreements between the participating institutions. The program-specific appendices define the modules and examination requirements for each degree program.

- (2) These Examination Regulations (StgPO) specify and complement the General Examination Regulations (RahmenPO) for the Bachelor's degree programs at the Faculty of Design. Supplementary or alternative provisions may be established, provided they do not conflict with the General Examination Regulations (RahmenPO).
- (3) In all other respects, § 1 of the General Examination Regulations (RahmenPO) applies.

§ 2 Objective of the Program, Bachelor's Degree

[related to § 2 RahmenPO]

- (1) The Bachelor's examination constitutes the first professional qualification of the program. It establishes whether students have acquired the in-depth subject-specific, methodological, and key skills required for independent professional practice, and whether they are capable of working independently on the basis of academic knowledge and methods.
- (2) Upon successful completion of the Bachelor's examination, Fachhochschule Dortmund confers the academic degree "Bachelor of Arts (B.A.)".
- (3) a) Courses in the Bachelor's degree programs Film & Sound, Photography, Communication Design, and Object and Spatial Design are taught in German. In addition to courses offered in German, the same courses, including examination components, may also be offered in English.
b) The Bachelor's program Serious Games & Digital Knowledge is a bilingual program in German and English. It is available in two language tracks: "predominantly German-

language track” and “predominantly English-language track”. Course content is identical across both tracks. Switching between tracks is possible upon request and subject to meeting the necessary requirements. Courses are typically taught in German in the “predominantly German-language track” and in English in the “predominantly English-language track”. Courses may also incorporate both languages. To ensure that international students in the predominantly English-language track acquire sufficient proficiency in German during their studies, they must provide proof of German-language proficiency by the time they register for their Bachelor’s thesis (see § 29 (1) b) No. 5 b)). Examinations in both tracks may be taken in either German or English. For each examination, students choose the examination language in consultation with the examiner.

Both the examination regulations and the module handbook are available in German and English.

- (4) Courses are taught in German. In addition to German-taught courses, the same courses, including examination components, may also be offered in English.
- (5) In all other respects, § 2 of the General Examination Regulations (RahmenPO) applies.

§ 3 Module Structure and Credit System

[related to § 3 RahmenPO]

- (1) The structure of the Faculty of Design and its degree programs is defined in **Appendices 2 through 5**. Program-specific features are regulated in **Appendix 1**.
- (2) The Bachelor’s programs at the Faculty of Design are generally project-based, particularly in their design-focused components. The required technical components taught in lectures, seminars, and courses (exercises) are assigned to project modules. The project-based structure is intended to introduce students to professional practice through specific, practice-oriented assignments or practical participation in “real-time projects”. This enables students to apply and test the knowledge and skills acquired during their studies within the context of a specific task and to reflect upon them in relation to professional practice.
- (3) The total workload for the program amounts to 6,300 hours (900 hours per semester), including the time allotted for the Bachelor’s project and the Bachelor’s thesis. Of this, a total of 128 weekly contact hours (SWS) constitute in-person instructional time.
- (4) To successfully complete the program, students must earn a total of 210 ECTS credits under the European Credit Transfer and Accumulation System (ECTS). One ECTS credit corresponds to 30 hours of workload. These regulations define the number of ECTS credits assigned to each module. Students should earn 28–32 ECTS credits per semester, totaling 60 ECTS credits per academic year.
- (5) The program is structured into modules assigned to specific thematic areas. Modules may consist of multiple courses and conclude with a single comprehensive module examination. Modules comprising multiple courses may include partial module examinations. Details are defined in **Appendices 2 through 5**. Module and course descriptions are provided in the current version of the Module Handbook.
- (6) In all other respects, § 3 of the General Examination Regulations (RahmenPO) applies.

§ 3a Start of Program and Standard Program Duration

[§§ 1 (2) Sentence 2 No. 3 and 3a RahmenPO]

- (1) Studies in the Bachelor's programs of the Faculty of Design may begin each winter semester.
- (2) The standard period of study for each Bachelor's program is seven semesters. It includes all study semesters and examinations.

§ 4 Admission Requirements

[related to § 4 RahmenPO]

- (1) Admission to the program requires:
 1. Proof of a university entrance qualification (*Fachhochschulreife*, *Allgemeine Hochschulreife*, subject-specific *Hochschulreife*, or an equivalent qualification recognized by the competent authorities, or another admission pathway established by statutory regulation under § 49 (4) and (5) HG);
 2. Completion of a practical activity totaling 420 hours, or 210 hours for the Serious Games program. Further details for each degree program are defined in **Appendix 1**;
 3. Program-specific artistic and design aptitude.
- (2) At least half of the required practical activity must be completed at the time of enrollment. The remaining portion should be completed as early as possible. Proof of the full practical activity is required to register for the Bachelor's thesis.
- (3) The Bachelor's program Serious Games & Digital Knowledge is offered in the "predominantly German-language" and "predominantly English-language" tracks. Applicants must choose a track at the time of application and provide proof of language proficiency corresponding to the selected track:
 - a) Predominantly German-language track:

Applicants who did not obtain their higher education entrance qualification or degree at a German-language institution must demonstrate adequate German proficiency through the language examinations defined in § 4 of the Regulations on the Admission of Foreign and Stateless Applicants at Fachhochschule Dortmund (C1 level).
 - b) Predominantly English-language track:

Applicants must provide proof of adequate English proficiency. Proof is accepted automatically if one of the following qualifications is presented:

 - ba) Higher education entrance qualification with a grade of at least "sufficient" (4.0) in English (CEFR level B2);
 - bb) Cambridge B2 First Certificate or
 - bc) TOEFL ITP: ≥ 543 points, or TOEFL iBT: ≥ 72 points or
 - bd) IELTS Academic: ≥ 5.5 overall or
 - be) TOEIC: Listening & Reading ≥ 785 points and Speaking & Writing ≥ 310 points.

In cases of doubt, the Examination Board (§ 6) will make a decision.

- (4) Recognition of practical activities as fulfilling the required internship is decided by the Office for

Student Affairs or the Program Director. The Office for Student Affairs or the Program Director also determines whether prior training or professional experience may be credited toward the practical requirement.

- (5) In addition to the requirements under (1) Nos. 1 and 2, applicants must pass a program-specific aptitude assessment for each of the five degree programs. Applicants applying to multiple programs must provide proof of aptitude for each. Artistic and design aptitude is established upon request on the basis of submitted work samples, evaluated by a committee appointed by the Faculty Council of the Faculty of Design. Details are defined in the Regulations for Assessing the Program Specific Artistic-Design Aptitude for the Bachelor's Degree Programs of the Faculty of Design at Fachhochschule Dortmund. These regulations also specify how aptitude is determined for internal transfers between Bachelor's programs of the Faculty of Design.
- (6) In all other respects, § 4 of the General Examination Regulations (RahmenPO) applies.

§ 5 Academic Advising

§ 5 of the General Examination Regulations (RahmenPO) applies.

§ 6 Examination Board

[related to § 6 RahmenPO]

- (1) The Faculty of Design establishes an Examination Board to administer exams. The Examination Board conducts exams for all degree programs and program tracks of the Faculty of Design.
- (2) The Examination Board consists of:
- 1) one professor as chairperson;
 - 2) one professor as deputy chairperson;
 - 3) one or two additional members from the group of professors;
 - 4) one member of the group of academic staff (§ 11 (1) No. 2 HG);
 - 5) two students.
- (3) In all other respects, § 6 of the General Examination Regulations (RahmenPO) applies.

§ 7 Examiners and Assessors

§ 7 of the General Examination Regulations applies.

§ 8 Academic and Examination Credits and Degrees

§ 8 of the General Examination Regulations applies.

§ 9 Grading Exams

[related to § 9 RahmenPO]

- (1) If a module exam pursuant to § 3 (5) Sentence 3 consists of multiple graded partial examinations, the module grade is calculated from the weighted average (based on ECTS credits as specified in **Appendices 2 through 7**) of the grades of the individual partial examinations. Partial examinations that are ungraded are designated as such in **Appendices 2 through 7**. In

these cases, the module grade corresponds to the grade of the graded partial examination(s).

- (2) The modules Key Skills I, Key Skills II, and (5 SK Game) Key Skills Game are ungraded examination components and are assessed as “pass” or “fail.”
- (3) In all other respects, § 9 of the General Examination Regulations (RahmenPO) applies.

§ 10 Repetition of Exams

§ 10 of the General Examination Regulations (RahmenPO) applies.

§ 11 Absence, Withdrawal, Cheating and Misconduct

[related to § 11 RahmenPO]

- (1) Failure to withdraw from module exams in accordance with § 21 (3) does not, contrary to § 11 (1) Sentence 1 (a) RahmenPO, lead to the exam being graded as “insufficient” and counted as an attempted exam. For organizational reasons, timely withdrawal is still strongly recommended.
- (2) In all other respects, § 11 of the General Examination Regulations (RahmenPO) applies.

§ 12 Invalidity of Exams

§ 12 of the General Examination Regulations (RahmenPO) applies.

§ 13 Access to Examination Records

§ 13 of the General Examination Regulations (RahmenPO) applies.

§ 14 Appeals Procedure

§ 14 of the General Examination Regulations (RahmenPO) applies.

§ 15 Retention Periods for Examination Records

§ 15 of the General Examination Regulations (RahmenPO) applies.

II. Mentoring, Counseling Sessions Regarding the Status of Studies, Supervision-Intensive Modules

§ 16 Mentoring and Counseling Sessions Regarding the Status of Studies

§ 16 of the General Examination Regulations (RahmenPO) applies.

§ 17 Supervision-Intensive Modules

§ 17 of the General Examination Regulations (RahmenPO) does not apply.

III. Special Study Contents

§ 18 Core Skills

§ 18 of the General Examination Regulations (RahmenPO) applies.

§ 19 Study Abroad Semester, Domestic and International Internships, Practical Semester

[related to § 19 RahmenPO]

- (1) Examination components may be completed during a study abroad period of up to two semesters (up to 60 ECTS credits). Recognition of academic achievements is based on a “learning agreement” prepared by the faculty’s International Coordinator in cooperation with the partner institution.
- (2) In all other respects, § 19 of the General Examination Regulations (RahmenPO) applies.

II. Examination Components in Module Examinations

§ 20 Objective and Format

[related to § 20 RahmenPO]

- (1) The program-specific **Appendices 2 through 5** define the exact names of the modules, their contents, and the available elective options.
- (2) In all other respects, § 20 of the General Examination Regulations (RahmenPO) applies.

§ 21 Admission to Module Exams

[related to § 21 RahmenPO]

- (1) Admission to a module exam is granted only to candidates who:
 - 1) are enrolled in one of the Bachelor’s degree programs of the Faculty of Design at Fachhochschule Dortmund or are admitted as cross-registered students (*Zweithörer*innen*) and are not on a leave of absence. § 21 (1) Sentence 1 No. 1 RahmenPO applies with regard to students on leave;
 - 2) for admission to the module exam of the module “SK I,” have demonstrated participation in counseling sessions regarding the status of studies as part of this module;
 - 3) have not yet undertaken three valid exam attempts (or, twice, a fourth attempt pursuant to § 10 (3) RahmenPO) in the same or an equivalent module or sub-module in the same, a comparable, or a closely related degree program, nor have they registered for such an attempt.
- (2) Admission must be denied if:
 - a) the requirements listed in paragraph (1) are not met, or
 - b) the candidate has definitively failed a comparable exam in Germany in the degree programs listed in § 1 (1) Sentence 1 or in programs with substantial similarity in content.

(3) In all other respects, § 21 of the General Examination Regulations (RahmenPO) applies.

§ 22 Conducting Exams

§ 22 of the General Examination Regulations (RahmenPO) applies.

§ 23 Written Exams

[related to § 23 RahmenPO]

- (1) The duration of written exams shall be at least one hour and no more than four hours.
- (2) In all other respects, § 23 of the General Examination Regulations (RahmenPO) applies.

§ 24 Project-Based Work

§ 24 of the General Examination Regulations (RahmenPO) applies.

§ 25 Oral Exams

[related to § 25 RahmenPO]

- (1) Oral exams may last no longer than 45 minutes per candidate.
- (2) In all other respects, § 25 of the General Examination Regulations (RahmenPO) applies.

§ 26 Term Papers and Presentations

§ 26 of the General Examination Regulations (RahmenPO) applies.

§ 27 Bonus Points for Semester-Related Study Achievements

[related to § 27 RahmenPO]

§ 27 of the General Examination Regulations (RahmenPO) applies only to the degree program Serious Games & Digital Knowledge. For all other degree programs, § 27 of the General Examination Regulations (RahmenPO) does not apply.

IV. Bachelor's Thesis

§ 28 Final Project and Thesis

[related to § 28 RahmenPO]

- (1) The final project is an artistic-design, artistic-scientific, or design-scientific work in which the student is expected to demonstrate the ability to independently undertake the practical and theoretically grounded execution of a complete design process (including problem identification and description, conceptualization, drafting and design, representation, presentation, and documentation).
- (2) The thesis constitutes the theoretically grounded component of the final project and must be completed in written form, addressing aspects such as the problem statement, idea, method, alternatives, conceptualization, innovation, and an overall ethical evaluation. Program-

specific details on the contents and formats of the final project are regulated in **Appendix 1**.

- (3) Regardless of the selected language track, the thesis may be written either in German or English.
- (4) In all other respects, § 28 of the General Examination Regulations (RahmenPO) applies.

§ 29 Admission to the Final Project and Thesis

[related to § 29 RahmenPO]

- (1) Admission to the final project and thesis is granted only to candidates who:
 - 1) meet the admission requirements pursuant to § 21 (1),
 - 2) have earned at least 180 ECTS credits,
 - 3) in the Bachelor's degree program Film & Sound, have completed the required coursework in the elective specializations I through V,
 - 4) meet any further program-specific admission requirements stipulated in **Appendix 1**.
 - 5) In the Bachelor's degree program Serious Games & Digital Knowledge, admission to the final project and thesis requires that the candidate:
 - a) in the predominantly German-language track:
 1. meets the admission requirements for module exams pursuant to § 21 (1),
 2. has earned at least 180 ECTS credits,
 3. meets any further program-specific admission requirements stipulated in **Appendix 1**.
 - b) in the predominantly English-language track:
 1. meets the admission requirements for module exams pursuant to § 21 (1),
 2. has earned at least 180 ECTS credits,
 3. has demonstrated sufficient proficiency in the German language by this stage of the program. Proof of German proficiency is administratively recognized if the applicant demonstrates performance at level C1 of the Common European Framework of Reference for Languages (CEFR), as required by § 4 of the Regulation on the Admission of Foreign and Stateless Applicants at Fachhochschule Dortmund.
- (2) The application for admission to the final project and thesis must be submitted to the chair of the Examination Board by the published registration deadlines; in justified exceptional cases, it must be submitted at least two weeks prior to the intended start of the project.
- (3) The application must include:
 - the title of the final project,
 - for films, media, or audio works: the intended duration of the work,
 - the written consent of the instructor supervising the artistic-design project,
 - an indication of whether the project will be completed individually or as a group; in the case of group work, the names of all group members and their specific areas of responsibility must be listed,
 - a statement as to whether the candidate has previously attempted a final project,
 - a statement as to whether the candidate consents to or objects to the admission of audience members during the colloquium.
- (4) In all other respects, § 29 of the General Examination Regulations (RahmenPO) applies.

§ 30 Assignment and Completion of the Final Project and Thesis

[related to § 30 RahmenPO]

- (1) The topic or program of the final project is determined by the supervising examiner in consultation with the candidate or group. The overall workload required for group work must significantly exceed that of an individual assignment.
- (2) a) In the Bachelor's degree programs Film & Sound, Photography, Communication Design, and Object and Spatial Design, each candidate (including those in group projects) must independently prepare a thesis in German. In justified exceptional cases, the Examination Board may approve a deviation regarding the language, provided the thesis remains assessable.
b) In the Bachelor's degree program Serious Games & Digital Knowledge, each candidate (including those in group projects) must independently prepare a thesis in both German and English.

Appendix 1 may specify the structure and scope of the thesis.

- (3) Upon approval of the topic and/or program, the Examination Board appoints the supervising instructor as the first examiner and appoints a second examiner who must be professionally qualified but, preferably, independent. The Examination Board also sets the start date and specifies the completion period in accordance with paragraph (5).
- (4) The completion period for the final project is 12 weeks. The topic, task, and scope must be defined so that the project can be completed within the specified period. The Examination Board may approve a reasonable extension if the candidate provides valid justification. The extension should generally not exceed four weeks.
- (5) In all other respects, § 30 of the General Examination Regulations (RahmenPO) applies.

§ 31 Submission of the Final Project and Thesis

[related to § 31 RahmenPO]

- (1) The final project must be submitted on time in electronic form (storage medium, data transfer, upload). The thesis must be submitted electronically as an upload via the Fachhochschule Dortmund student portal. **Appendix 1** may define additional requirements. Timely submission is guaranteed if the work is received on the last day of the submission period. The submission time must be recorded.
- (2) The final project and thesis are assessed independently by two instructors. One examiner should be the supervisor of the final project and thesis. One examiner must be a professor in the Faculty of Design at Fachhochschule Dortmund.
- (3) To strengthen the students' ability to reflect on their work, a brief abstract summarizing the key contents and results of the final project must be prepared. The abstract should not exceed one DIN A4 page and must present the work process and results concisely. It must be submitted in both German and English along with the final project.
- (4) In all other respects, § 31 of the General Examination Regulations (RahmenPO) applies.

§ 32 Colloquium

[related to § 32 RahmenPO]

- (1) The colloquium is conducted as an oral exam and lasts approximately 20 to 30 minutes. It completes the final project and is assessed independently.
- (2) A candidate is admitted to the colloquium if:
 1. the admission requirements for the final project pursuant to § 29 (1) have been met;
 2. the modules MP 1 through MP 26 and MP 29 have been completed.

In the program Serious Games & Digital Knowledge, modules MP 01–27 and MP 30 must have been completed;
 3. in the Bachelor's degree program Film & Sound, the required coursework in elective specializations I through V must have been completed;
 4. participation in twelve lecture series sessions from semesters 1 through 7 has been documented (via examiner's record),
 5. the final project and the thesis have been graded at least "sufficient" (4.0).
- (3) In all other respects, § 32 of the General Examination Regulations (RahmenPO) applies.

§ 33 Assessment of the Final Project, Thesis, and Colloquium

§ 33 of the General Examination Regulations (RahmenPO) applies.

VI. Bachelor's Exam, Certificates, Diplomas**§ 34 Results of the Bachelor's Exam**

[related to § 34 RahmenPO]

- (1) The Bachelor's exam is passed when all required module exams, the final project, the thesis, and the colloquium have each been graded at least "sufficient" (4.0).
- (2) In all other respects, § 34 of the General Examination Regulations (RahmenPO) applies.

§ 35 Certificate, Final Grade, Diploma Supplement, Transcript of Records

[related to § 35 RahmenPO]

- (1) A certificate attesting to the successful completion of the Bachelor's exam shall be issued without delay, preferably within four weeks after the final examination component. The certificate includes the degree program and, where applicable, the specialization, the names and grades of the modules, the topic and grade of the final project, the thesis, and the colloquium, as well as the overall grade of the Bachelor's exam. The earned ECTS credits are also listed.

Examination components completed at another institution and recognized pursuant to § 8 must be identified accordingly.

- (2) The final grade of the Bachelor's exam is calculated from the arithmetic mean of the module grades and the grades for the final project, thesis, and colloquium. The following weighting factors apply:

Average of module grades.....	50%
Final Project.....	30%
Thesis	15%
Colloquium	5%

The weighting of individual module grades is proportional to the ECTS credits assigned to each module.

- (3) In all other respects, § 35 of the General Examination Regulations (RahmenPO) applies.

§ 36 Additional Modules

§ 36 of the General Examination Regulations (RahmenPO) applies.

§ 37 Bachelor's Degree Certificate

[related to § 37 RahmenPO]

- (1) Upon successful completion of the Bachelor's exam, the candidate will receive a Bachelor's Degree Certificate, conferring the Bachelor's degree pursuant to § 2 (2).
- (2) In all other respects, § 37 of the General Examination Regulations (RahmenPO) applies.

VII. Final Provisions

§ 38 Data Protection

§ 38 of the General Examination Regulations (RahmenPO) applies.

§ 39 Entry into Force, Publication, Transition Periods

- (1) These Examination Regulations enter into force on 1 September 2024. At the same time, the Bachelor's Examination Regulations (BPO) for the Bachelor's degree programs Film & Sound, Photography, Communication Design, and Object and Spatial Design of the Faculty of Design at Fachhochschule Dortmund, dated 14 August 2013 (Official Announcements – Bulletin – of Fachhochschule Dortmund, 34th year, No. 77 of 19 August 2013), in the version promulgated on 20 March 2018 (Official Announcements – Bulletin – of Fachhochschule Dortmund, 39th year, No. 12 of 26 March 2018), cease to be in effect as of 31 August 2020.
- (2) This Examination Regulations apply to all students beginning their studies in one of the Bachelor's degree programs Film & Sound, Photography, Communication Design, or Object and Spatial Design at the Faculty of Design at Fachhochschule Dortmund starting in winter semester 2024/25.
- (3) For students who began their studies before winter semester 2024/25 in one of the Bachelor's degree programs Film & Sound, Photography, Communication Design, or Object and Spatial

Design at the Faculty of Design at Fachhochschule Dortmund, the Bachelor's Examination Regulations in effect in summer semester 2024 remain applicable until the end of winter semester 2026/27, subject to the following provisions:

Exams under the Examination Regulations pursuant to Sentence 1 may be taken for the last time during the examination periods of the following semesters:

- Exams of the 1st semester: winter semester 2024/25,
- Exams of the 2nd semester: summer semester 2025,
- Exams of the 3rd semester: winter semester 2025/26,
- Exams of the 4th semester: summer semester 2026,
- Exams of the 5th semester: winter semester 2026/27,
- Exams of the 6th semester: summer semester 2027,
- Exams of the 7th semester: winter semester 2027/28.

Upon request, students may instead be placed under the Examination Regulations pursuant to paragraph 1 Sentence 1.

- (4) Students entering the program in a higher semester, as well as students who have submitted a request under paragraph 3 Sentence 3, are entitled to the same examination and study offerings as first-semester students of winter semester 2024/25.
- (5) Students who have not submitted a request under paragraph 3 Sentence 3, and who have not completed their studies in one of the Bachelor's degree programs Film & Sound, Photography, Communication Design, or Object and Spatial Design of the Faculty of Design by 29 February 2028, will thereafter fall under the Examination Regulations (StgPO) pursuant to paragraph 1 Sentence 1. Previous periods of study and academic/examination achievements will be recognized administratively.
- (6) These regulations are published in the Official Announcements – Bulletin – of Fachhochschule Dortmund.
- (7) After one year has passed following publication of these regulations, violations of procedural or formal requirements of university law may only be asserted under the conditions of § 12 (5) Nos. 1–4 of the Higher Education Act of North Rhine-Westphalia; otherwise, such objections are excluded.

Appendix 1**Program-Specific Provisions for the Bachelor's Degree Programs Film & Sound, Photography, Communication Design, Object and Spatial Design, and Serious Games & Digital Knowledge****A. Bachelor's Degree Program Film & Sound**

Regarding § 4 (1) No. 2 (Practical training as an admission requirement)

1. For applicants who hold:

- a higher education entrance qualification (*Allgemeine Hochschulreife* or *Fachhochschulreife*) and a completed relevant vocational training;
- a completed relevant degree in the applied field of film or sound

the practical training requirement is waived.

2. Applicants who qualify through:

- a *Fachhochschulreife* from a technical college specializing in design with practical components in audiovisual media;
- a *Fachhochschulreife* from a vocational college with relevant training (e.g., Media Designer for Image and Sound),
must provide proof of relevant practical experience of 6 weeks: for the Specialization Film: in a film or video production company or broadcasting organization; for the Specialization Sound: in a sound studio/original sound team or broadcasting organization.

3. Applicants who otherwise obtained their qualification must provide proof of 12 weeks of relevant practical experience: for the Film specialization: in a film or video production company or broadcasting organization; for the Sound specialization: in a sound studio/original sound team or broadcasting organization.

4. The 6-week internship must be completed prior to enrollment and must be documented at the time of enrollment. The 12-week internship must be completed at least halfway before enrollment and documented at that time; any remaining portion must be completed as soon as possible. Full documentation must be submitted no later than registration for the final project.

5. The following list provides guidance on areas suitable for completing the required practical experience:

Specialization Film:

(e.g., in the following areas of production and post-production):

- broadcasting organizations,
- film studios,
- news agencies,
- audiovisual production companies,
- TV productions,
- multimedia production companies.

or

Specialization Sound:

(e.g., in the following areas of sound engineering/sound design):

- theater/musicals,
- sound studios/dubbing studios,
- original sound teams,
- broadcasting organizations,
- audiovisual productions,
- TV productions,
- multimedia productions involving sound design.

Regarding § 28 (Final Project and Thesis)

1. The final project must consist of a completed film for which at least one identifiable craft area has been independently conceptualized and executed—alternatively, an auditory work may be submitted for the Specialization Sound. The final project should correspond to the workload required for a 15-minute narrative film, as determined by the supervisor. In addition to the practical component (craft area), an independently written thesis must be submitted. The colloquium consists of an oral presentation on the candidate's work, followed by questions and, if applicable, discussion (20–30 minutes).
2. The thesis is typically an analysis related to the final project. Emphasis is placed on presentation of the idea, preliminary studies, conceptual work, and detailed explanation of the aesthetic and environmental design solution. The thesis must address the following criteria:
 - a. Problem statement (research question)
 - b. Presentation of the idea
 - c. Methodology (form and strategy of investigation—artistic, scientific, design)
 - d. Preliminary analyses, studies, readings, concepts
 - e. Alternative approaches/context (other designers, contemporary references, discarded approaches, etc.)
 - f. Conceptualization (design, communication, media techniques)
 - g. Detailed explanation of the aesthetic/design solution (creative components, innovations, presentation format)
 - h. Ethical, social, and cultural contextualization and evaluation

The thesis must meet academic standards in structure and technique (essay or scholarly paper) and must include:

- 1) Title
- 2) Imprint (name, program, semester, student ID, information on printing if applicable)
- 3) Abstract
- 4) Table of contents
- 5) Motto / intention / theme
- 6) Main text (chapters or sections corresponding to criteria a–h)
- 7) Image section (may be integrated into the text)
- 8) Conclusion
- 9) List of references
- 10) List of images (image sources)
- 11) Statement of authorship

The thesis must be at least 30 pages in an appropriate typographic format.

B. Bachelor's Program Photography

Regarding § 4 (1) No. 2 (Practical training as an admission requirement)

1. Applicants who qualify through *Fachhochschulreife* from a technical college specializing in design are considered to have fulfilled the practical training (internship) requirement.
2. Applicants who qualify in other ways must provide proof of 12 weeks of relevant practical experience in a professional photography or photo design context (e.g., photo studio, commercial photography, press photography, media, multimedia/hypermedia, picture agency, advertising agency, photo archive, photo collection, curatorial work, museum). This requirement is fulfilled through completed vocational training in photography or a related field, or through a completed six-month relevant internship or a one-year supervised internship.

Regarding § 7 (Examiners and Assessors)

The candidate may propose an examiner for both the final project and the module examinations.

C. Bachelor's Program Communication Design

Regarding § 4 (1) No. 2 (Practical training as an admission requirement)

1. Applicants who qualify through *Fachhochschulreife* from a technical college specializing in design are considered to have fulfilled the practical training (internship) requirement.
2. Applicants who qualify in other ways must provide proof of 12 weeks of relevant practical experience in a design-related field, such as advertising agencies, graphic design studios, design offices, print shops, photo studios, museums, galleries, or broadcasting organizations.

This requirement is fulfilled through completed artistic/design-related vocational training or through a completed six-month relevant internship or a one-year supervised internship in the design field.

Regarding § 28 (Final Project and Thesis)

The final part of the Bachelor's examination consists of a practical design project in an area of communication design and a thesis. The thesis is typically an analysis related to the final project, with emphasis on the idea, preliminary studies, conceptualization, and detailed explanation of the aesthetic and environmental design solution. Group work is permitted, but each student's contribution must be clearly identifiable. The scope and structure of the thesis are determined by the project supervisor in consultation with the candidate.

D. Bachelor's Degree Program Object and Spatial Design

Regarding § 4 (1) No. 2 (Practical training as an admission requirement)

1. Applicants who qualify through *Fachhochschulreife* from a technical college specializing in design are considered to have fulfilled the practical training (internship) requirement.
2. Applicants who qualify in other ways must complete 12 weeks of relevant practical experience in fields related to object and spatial design, such as museums, film sets, theaters, architecture firms, design agencies (graphics, product design, exhibition and expo design, furniture design), or related craft enterprises.
This requirement is fulfilled through completed artistic/design-related vocational training or through a six-month relevant internship or one-year supervised internship in the design field.

Regarding § 28 (Final Project and Thesis)

1. The final part of the Bachelor's examination consists of a design project within the fields of object and spatial design, and a thesis. The thesis is typically an investigation related to the final project, emphasizing idea development, preliminary studies, conceptual work, and detailed explanation of the aesthetic and conceptual design solution. Group work is allowed, but each member's contribution must be clearly identifiable. The scope and structure of the thesis are determined by the supervisor in consultation with the candidate.
2. The final examination consists of the final project, the thesis, the colloquium, and a supplementary seminar.
3. The thesis follows the structure and format of an academic essay or scholarly paper:
 1. Title
 2. Imprint (name, program, semester, student ID, printing information if applicable)
 3. Abstract
 4. Table of contents
 5. Motto / intention / theme
 6. Main text (chapters or sections corresponding to criteria a–h)
 7. Image section (may be integrated into the text)
 8. Conclusion
 9. List of references
 10. List of images (image sources)
 11. Statement of authorship

Regarding the Study Course Plan

I. Modules and Examination Access

The design projects I - IV (Modules 10, 15, 19, 23) are offered in the following design areas:

1. Object Design,
2. Spatial Design,
3. Scenography, and
4. Artistic Strategies

These four design areas are offered as electives across semesters.

Students in the Object and Spatial Design program must complete three of the four available design areas.

II. Freedom of Proof

In the Bachelor's degree program Object and Spatial Design, examination credits from the Bachelor's degree programs of the Faculty of Design with the same number of ECTS credits may be recognized.

E. Bachelor's Degree Program Serious Games & Digital Knowledge

Regarding § 4 (1) No. 2 (Practical training as an admission requirement)

1. Applicants who qualify for admission through *Fachhochschulreife* (higher education entrance qualification for universities of applied sciences) from a *Fachoberschule für Gestaltung* (technical college specializing in design) are considered to have fulfilled the required practical training (internship).
2. Applicants who qualify in other ways must complete 6 weeks of relevant practical experience in a field related to Serious Games & Digital Knowledge, such as Digital Education, Game Design and related fields including eSports and Virtual/Augmented reality Applications, or in editorial offices, publishing houses, or educational institutions.

Relevant practical experience is considered fulfilled through completed vocational training (in an artistic/design field, IT field, or the games industry), or a completed six-month relevant internship or a one-year supervised internship in an artistic/design field, IT field, or the games industry.

Regarding § 28 (Final Project and Thesis)

The final part of the Bachelor's exam consists of a final project— a design project within the application areas of Serious Games & Digital Knowledge— and a thesis. The thesis is typically an analysis related to the final project, with particular emphasis on the presentation of the idea, possible preliminary studies, conceptual work, and a detailed explanation and exam of the aesthetic, conceptual, and programming-technical solutions. Group projects are permitted. In the case of group work, each member's contribution must be clearly identifiable and distinguishable. The scope and structure of the thesis are determined by the supervisor of the final project in consultation with the candidate.

Appendix 2 Study Course Plan Film & Sound (in German):

a) Specialization Film:

Study Course Plan Film in BA Film & Sound | Faculty of Design | Fachhochschule Dortmund

1	1F MP S 10 LP 6 SWS Grundlagen Film	2F MP TN S 8 LP 6 SWS Kamera und Licht I / Filmproduktion Kamera und Licht 4 SWS Filmproduktion Grundlagen 2 SWS	3F MP SV 6 LP 4 SWS Digitale Postproduktion Workflow Tontechnik	4F MP SV 4 LP 4 SWS Montage Theorie	F: Film FS: Film & Sound
	28 LP 20 SWS				
2	5F MP TN S 10 LP 6 SWS Filmische Miniaturen Filmische Miniaturen 4 SWS Wahlangebot Vertiefung I 2 SWS	6F MP TN S 8 LP 6 SWS Kamera und Licht II / Videotechnik Theorie Kamera und Licht 4 SWS Videotechnik Theorie 2 SWS	7F MP S 6 LP 4 SWS Schauspielführung	8W 3 MTP V 4 LP 6 SWS Wissenschaft I Design 2 SWS Kunst 2 SWS Medien 2 SWS	9SK MP TN PS 4 LP 2 SWS Schlüsselkompetenz I Präsentation Rhetorik WS / SS Studienstandsgespräche (TN)
	32 LP 24 SWS				
3	10F MP TN S 10 LP 6 SWS Film I Filmprojekt szenisch/ dokumentarisch/ KU Filmprojekt 4 SWS Wahlangebot Vertiefung II 2 SWS	11F MP TN S 8 LP 6 SWS Dramaturgie I Drehbuch / visuelle Dramaturgie Dramaturgie 4 SWS Wahlangebot Vertiefung II 2 SWS	12ZK MP S 4 LP 4 SWS Zusatzkompetenz I Setbau / ORD Titel design / KD Motion Graphics / KD	13W MP SV 6 LP 4 SWS Wissenschaft II Kontextualisierung Audio - visuelle Analyse	14SK MP PS 4 LP 2 SWS Schlüsselkompetenz II Wissenschaftliches Schreiben WS / SS
	32 LP 22 SWS				
4	15F MP TN S 10 LP 6 SWS Film II Filmprojekt szenisch/ dokumentarisch/ KU Filmprojekt 4 SWS Wahlangebot Vertiefung III 2 SWS	16F MP TN S 8 LP 6 SWS Dramaturgie II Drehbuch / visuelle Dramaturgie Dramaturgie 4 SWS Wahlangebot Vertiefung III 2 SWS	17IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt I Studiengangübergreifende Projektarbeit	18SK 2 MTP PS 4 LP 4 SWS Schlüsselkompetenz III WS / SS Ökonomie 2 SWS Recht 2 SWS	
	28 LP 20 SWS				
5	19F MP TN S 10 LP 6 SWS Film III Filmprojekt szenisch / dokumentarisch Filmprojekt 4 SWS Wahlangebot Vertiefung IV 2 SWS	20F MP TN S 8 LP 6 SWS Expanded Media I Projekt 4 SWS Wahlangebot Vertiefung IV 2 SWS	21IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt II Studiengangübergreifende Projektarbeit	22W MP SV 6 LP 4 SWS Wissenschaft III Reflexion Filmanalyse / Filmgeschichte	
	30 LP 20 SWS				
6	23F MP TN S 10 LP 6 SWS Film IV Filmprojekt szenisch / dokumentarisch Filmprojekt 4 SWS Wahlangebot Vertiefung V 2 SWS	24F MP TN S 8 LP 6 SWS Expanded Media II Projekt 4 SWS Wahlangebot Vertiefung V 2 SWS	25ZK MP S 6 LP 4 SWS Zusatzkompetenz II Freiwahl KD, Fotografie, Sound, ORD	26W MP PS 6 LP 4 SWS Wissenschaft IV Wissenschaftliche Diskursivierung	
	30 LP 20 SWS				
7	27BA MP 12 LP BA Projektbegleitung Abschlussbetreuung Recherche / Analyse / Konzeption / Projektplanung / Organisation / Produktion 12 Ringvorlesungen Design aus Semester 1 - 7	28BA BA 12 LP BA - Arbeit Projekt 6 LP Thesis 4 LP Kolloquium 2 LP		29SK MP PS 6 LP 2 SWS Schlüsselkompetenz IV Existenzgründung WS / SS	
	30 LP 2 SWS				

b) Study Course Plan Specialization Sound:

Study Course Plan Sound in BA Film & Sound | Faculty of Design | Fachhochschule Dortmund

1 28 LP 20 SWS	1S MP TN S 10 LP 6 SWS Schule des Hörens / Hörspiel Schule des Hörens 4 SWS Hörspiel 2 SWS	2S MP TN S 8 LP 6 SWS Filmsound Grundlagen Filmsound Grundlagen 4 SWS Akustik 2 SWS	3FS MP SV 6 LP 4 SWS Digitale Postproduktion Workflow Tontechnik	4FS MP SV 4 LP 4 SWS Montage Theorie	S: Sound FS: Film & Sound
	2 32 LP 24 SWS	5FS MP TN S 10 LP 6 SWS Filmische Miniaturen Filmische Miniaturen 4 SWS Szenischer O - Ton 2 SWS	6S MP TN S 8 LP 6 SWS Akustische Kunst / Höranalyse Akustische Kunst 4 SWS Höranalyse 2 SWS	7S MP S 6 LP 4 SWS Aufnahmeregie / Sprachregie	8W 3 MTP V 4 LP 6 SWS Wissenschaft I Design 2 SWS Kunst 2 SWS Medien 2 SWS
3 32 LP 22 SWS	10FS MP TN S 10 LP 6 SWS Film I Filmprojekt (szenisch, dokumentarisch, KGU) Filmprojekt 4 SWS Wahlangebot Vertiefung II (FS) 2 SWS	11S MP TN S 8 LP 6 SWS Soundediting / FX / Dokumentarischer O - Ton Soundediting / FX 4 SWS Wahlangebot Vertiefung II (FS) 2 SWS	12ZK MP S 4 LP 4 SWS Zusatzkompetenz I Stilkunde / ORD Erzähltechniken: linear, nonlinear, transmedial / Foto Interaction Design / KD	13W MP SV 6 LP 4 SWS Wissenschaft II Kontextualisierung Audio - visuelle Analyse	14SK MP PS 4 LP 2 SWS Schlüsselkompetenz II Wissenschaftliches Schreiben
4 28 LP 20 SWS	15FS MP TN S 10 LP 6 SWS Film II Filmprojekt (szenisch, dokumentarisch, KGU) Filmprojekt 4 SWS Wahlangebot Vertiefung III (FS) 2 SWS	16S MP S 8 LP 6 SWS Klangsynthese / Live Elektronik Klangsynthese Live Elektronik Angebot des ICEM an der FudK	17IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt I Studiengangsübergreifende Projektarbeit	18SK 2 MTP PS 4 LP 4 SWS Schlüsselkompetenz III Ökonomie 2 SWS Recht 2 SWS	
5 30 LP 20 SWS	19FS MP TN S 10 LP 6 SWS Film III Filmprojekt (szenisch, dokumentarisch) Filmprojekt 4 SWS Wahlangebot Vertiefung IV 2 SWS	20S MP TN S 8 LP 6 SWS Immersives audiovisuelles Projekt in Kooperation mit ICEM FudK Immersives audiovisuelles Projekt 4 SWS Wahlangebot Vertiefung IV 2 SWS	21IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt II Studiengangsübergreifende Projektarbeit	22W MP SV 6 LP 4 SWS Wissenschaft III Reflexion Filmanalyse / Filmgeschichte	
6 30 LP 20 SWS	23FS MP TN S 10 LP 6 SWS Film IV Filmprojekt (szenisch, dokumentarisch) Filmprojekt 4 SWS Wahlangebot Vertiefung V 2 SWS	24S MP S 8 LP 6 SWS Musikgeschichte Medientheorie Musikgeschichte Medientheorie Geschichte der elektronischen Musik Angebot des ICEM an der FudK	25ZK MP S 6 LP 4 SWS Zusatzkompetenz II Freiwahl KD, Fotografie, Sound, ORD	26W MP PS 6 LP 4 SWS Wissenschaft IV Wissenschaftliche Diskursivierung	
7 30 LP 2 SWS	27BA MP 12 LP BA Projektbegleitung Abschlussbetreuung Recherche / Analyse / Konzeption / Projektplanung / Organisation / Produktion 12 Ringvorlesungen Design aus Semester 1 - 7	28BA BA 12 LP BA - Arbeit Projekt 6 LP Thesis 4 LP Kolloquium 2 LP		29SK MP PS 6 LP 2 SWS Schlüsselkompetenz IV Existenzgründung	

Appendix 3 Study Course Plan Photography (in German):

Study Course Plan BA Photography | Faculty of Design | Fachhochschule Dortmund

<p>1</p> <p>28 LP 20 SWS</p> <p>1 FOTO MP S 9 LP 6 SWS</p> <p>Mediale Dialekte der Fotografie I</p> <p>Grundlagen fotografischer Bildgestaltung Bildanalyse / Bildkritik Stilgeschichte der Fotografie</p>	<p>2 FOTO MP S 9 LP 6 SWS</p> <p>Mediale Strategien in der Fotografie I</p> <p>Grundlagen der Bildgestaltung Komposition / Experiment</p>	<p>3 FOTO 2 MTP SV 6 LP 4 SWS</p> <p>Fototechnik I</p> <p>Fototechnik in der Theorie 2 SWS Fototechnik Übungen 2 SWS</p>	<p>4 FOTO 2 MTP S 4 LP 4 SWS</p> <p>Fototechnik II</p> <p>Analoge Praxis 2 SWS Digitale Praxis I 2 SWS</p>	
<p>2</p> <p>32 LP 24 SWS</p> <p>5 FOTO MP S 9 LP 6 SWS</p> <p>Mediale Dialekte der Fotografie II</p> <p>Vertiefung fotografischer Bildgestaltung Bildanalyse / Bildkritik Stilgeschichte der Fotografie</p>	<p>6 FOTO MP S 9 LP 6 SWS</p> <p>Mediale Strategien in der Fotografie II</p> <p>Fotografie im Kontext: Grundlagen Montage, Präsentation</p>	<p>7 FOTO 2 MTP S 6 LP 4 SWS</p> <p>Fototechnik III</p> <p>Lichtführung 2 SWS Digitale Praxis II 2 SWS</p>	<p>8 W 3 MTP V 4 LP 6 SWS</p> <p>Wissenschaft I</p> <p>Design 2 SWS Kunst 2 SWS Medien 2 SWS</p>	<p>9 SK MP TN PS 4 LP 2 SWS</p> <p>Schlüsselkompetenz I</p> <p>Präsentation Rhetorik Studienstandgespräche (TN)</p>
<p>3</p> <p>32 LP 22 SWS</p> <p>10 FOTOMP S 9 LP 6 SWS</p> <p>Mediale Dialekte der Fotografie III</p> <p>Dokument - Inszenierung</p>	<p>11 FOTOMP S 9 LP 6 SWS</p> <p>Mediale Strategien in der Fotografie III</p> <p>Erzähltechniken: linear / nonlinear / transmedial Hypertext</p>	<p>12 ZK MP S 4 LP 4 SWS</p> <p>Zusatzkompetenz I</p> <p>Grundlagen Typografie / Layout oder Grundlagen Film</p>	<p>13 W MP SV 6 LP 4 SWS</p> <p>Wissenschaft II</p> <p>Kontextualisierung</p>	<p>14 SK MP PS 4 LP 2 SWS</p> <p>Schlüsselkompetenz II</p> <p>Wissenschaftliches Schreiben</p>
<p>4</p> <p>28 LP 20 SWS</p> <p>15 FOTOMP S 9 LP 6 SWS</p> <p>Mediale Dialekte der Fotografie IV</p> <p>Dokumentation, Journalismus, Kunst, Werbung</p>	<p>16 FOTO 2 MTP S 9 LP 6 SWS</p> <p>Bildredaktion I - Recherche</p> <p>Grundlagen Bildredaktion 4 SWS Fachspezifische Techniken 2 SWS</p>	<p>17 IDP MP PS 6 LP 4 SWS</p> <p>Interdisziplinäres Projekt I</p> <p>Studiengangübergreifende Projektarbeit</p>	<p>18 SK 2 MTP PS 4 LP 4 SWS</p> <p>Schlüsselkompetenz III</p> <p>Ökonomie 2 SWS Recht 2 SWS</p>	
<p>5</p> <p>30 LP 20 SWS</p> <p>19 FOTOMP S 9 LP 6 SWS</p> <p>Konzeption und Entwurf I</p> <p>Methoden und Kampagnen: Recherche, Analyse, Konzeption, Realisation</p>	<p>20 FOTO 2 MTP S 9 LP 6 SWS</p> <p>Bildredaktion II - Kuration</p> <p>Bild im Kontext 4 SWS Fachspezifische Techniken 2 SWS</p>	<p>21 IDP MP PS 6 LP 4 SWS</p> <p>Interdisziplinäres Projekt II</p> <p>Studiengangübergreifende Projektarbeit</p>	<p>22 W MP SV 6 LP 4 SWS</p> <p>Wissenschaft III</p> <p>Reflexion</p>	
<p>6</p> <p>30 LP 20 SWS</p> <p>23 FOTOMP S 9 LP 6 SWS</p> <p>Konzeption und Entwurf II</p> <p>Fotografisches / zeitbasiertes Projekt mit Publikations- oder Ausstellungskonzeption, Projektdokumentation</p>	<p>24 FOTO 2 MTP S 9 LP 6 SWS</p> <p>Profilierung / Branding</p> <p>Profilbildung, Portfolio, Internet 4 SWS Fachspezifische Techniken 2 SWS</p>	<p>25 ZK MP S 6 LP 4 SWS</p> <p>Zusatzkompetenz II</p> <p>Freiwahl KD, Film, Sound, ORD</p>	<p>26 W MP PS 6 LP 4 SWS</p> <p>Wissenschaft IV</p> <p>Wissenschaftliche Diskursivierung</p>	
<p>7</p> <p>30 LP 2 SWS</p> <p>27 BA MP 12 LP</p> <p>BA Projektbegleitung</p> <p>Recherche / Analyse / Konzeption / Projektplanung / Organisation / Produktion</p> <p>12 Ringvorlesungen Design aus Semester 1 - 7</p>	<p>28 BA BA 12 LP</p> <p>BA - Arbeit</p> <p>Projekt 6 LP Thesis 4 LP Kolloquium 2 LP</p>		<p>29 SK MP PS 6 LP 2 SWS</p> <p>Schlüsselkompetenz IV</p> <p>Existenzgründung</p>	

Appendix 4 Study Course Plan Communication Design (in German):

Study Course Plan BA Communication Design | Faculty of Design | Fachhochschule Dortmund

1 28 LP 20 SWS	1 KD MP S 9 LP 6 SWS Grundlagen der Gestaltung	2 KD MP S 9 LP 6 SWS Entwurfs- und Darstellungstechniken I <i>Gruppe A: digital</i> <i>Gruppe B: analog</i>	3 KD MP S 6 LP 4 SWS Typografische Grundlagen	4 KD MP S 4 LP 4 SWS Zeichnerische Darstellung	
	2 32 LP 24 SWS	5 KD MP S 9 LP 6 SWS Grundlagenprojekt <i>Buch- und Editorialdesign</i> <i>Corporate Design + Communication</i> <i>Bildkonzepte</i> <i>Interaction Design</i>	6 KD MP S 9 LP 6 SWS Entwurfs- und Darstellungstechniken II <i>Gruppe A: analog</i> <i>Gruppe B: digital</i>	7 KD MP S 6 LP 4 SWS Schrift, Bild, Typografie, Layout	8 W 3 MTP V 4 LP 6 SWS Wissenschaft I <i>Design</i> 2 SWS <i>Kunst</i> 2 SWS <i>Medien</i> 2 SWS
3 32 LP 22 SWS	10 KD MP S 9 LP 6 SWS Gestaltungsprojekt I (Basic) <i>Buch- und Editorialdesign</i> <i>Corporate Design + Communication</i> <i>Bildkonzepte</i> <i>Interaction Design</i>	11 KD MP S 9 LP 6 SWS Mediale Dialekte I <i>Schriftgestaltung</i> <i>Textgestaltung</i> <i>Bildgestaltung</i> <i>Produktion</i>	12 ZK MP S 4 LP 4 SWS Zusatzkompetenz I <i>Freiwahl</i> <i>ORD, Film, Sound, Fotografie</i>	13 W MP SV 6 LP 4 SWS Wissenschaft II <i>Kontextualisierung</i>	14 SK MP PS 4 LP 2 SWS Schlüsselkompetenz II <i>Wissenschaftliches Schreiben</i>
	4 28 LP 20 SWS	15 KD MP S 9 LP 6 SWS Gestaltungsprojekt II (Advanced) <i>Buch- und Editorialdesign</i> <i>Corporate Design + Communication</i> <i>Bildkonzepte</i> <i>Interaction Design</i>	16 KD MP S 9 LP 6 SWS Mediale Dialekte II <i>Schriftgestaltung</i> <i>Textgestaltung</i> <i>Bildgestaltung</i> <i>Produktion</i>	17 IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt I <i>Studiengangübergreifende Projektarbeit</i>	18 SK 2 MTP PS 4 LP 4 SWS Schlüsselkompetenz III <i>Ökonomie</i> 2 SWS <i>Recht</i> 2 SWS
5 30 LP 20 SWS	19 KD MP S 9 LP 6 SWS Gestaltungsprojekt III (Complex) <i>Buch- und Editorialdesign</i> <i>Corporate Design + Communication</i> <i>Bildkonzepte</i> <i>Interaction Design</i>	20 KD MP S 9 LP 6 SWS Mediale Dialekte III <i>Schriftgestaltung</i> <i>Textgestaltung</i> <i>Bildgestaltung</i> <i>Produktion</i>	21 IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt II <i>Studiengangübergreifende Projektarbeit</i>	22 W MP SV 6 LP 4 SWS Wissenschaft III <i>Reflexion</i>	
	6 30 LP 20 SWS	23 KD MP S 9 LP 6 SWS Gestaltungsprojekt IV (Extensive) <i>Buch- und Editorialdesign</i> <i>Corporate Design + Communication</i> <i>Bildkonzepte</i> <i>Interaction Design</i>	24 KD MP S 9 LP 6 SWS Mediale Dialekte IV <i>Schriftgestaltung</i> <i>Textgestaltung</i> <i>Bildgestaltung</i> <i>Produktion</i>	25 ZK MP S 6 LP 4 SWS Zusatzkompetenz II <i>Freiwahl</i> <i>ORD, Film, Sound, Fotografie</i>	26 W MP PS 6 LP 4 SWS Wissenschaft IV <i>Wissenschaftliche Diskursivierung</i>
7 30 LP 2 SWS	27 BA MP 12 LP BA Projektbegleitung <i>Abschlussbetreuung</i> <i>Recherche / Analyse / Konzeption /</i> <i>Projektplanung / Organisation / Produktion</i>	28 BA BA 12 LP BA - Arbeit <i>Projekt</i> 6 LP <i>Thesis</i> 4 LP <i>Kolloquium</i> 2 LP		29 SK MP PS 6 LP 2 SWS Schlüsselkompetenz IV <i>Existenzgründung</i>	
	12 Ringvorlesungen Design aus Semester 1 - 7				

Appendix 5 Study Course Plan Object and Spatial Design (in German):

Study Course Plan BA Object and Spatial Design | Faculty of Design | Fachhochschule Dortmund

1	1 ORD MP S 9 LP 6 SWS Grundlagen der Gestaltung I <i>Gruppe A: Plastisches Gestalten</i> <i>Gruppe B: Entwurfsgrundlagen Raum</i>	2 ORD MP S 9 LP 6 SWS Darstellungstechnik 3D I <i>Gruppe A: Modellbau</i> <i>Gruppe B: CAD</i>	3 ORD MP SV 6 LP 4 SWS Stilkunde	4 ORD MP S 4 LP 4 SWS Zeichnerische Darstellung
	28 LP 20 SWS			
2	5 ORD MP S 9 LP 6 SWS Grundlagen der Gestaltung II <i>Gruppe A: Entwurfsgrundlagen Raum</i> <i>Gruppe B: Plastisches Gestalten</i>	6 ORD MP S 9 LP 6 SWS Darstellungstechnik 3D II <i>Gruppe A: CAD</i> <i>Gruppe B: Modellbau</i>	7 ORD MP S 6 LP 4 SWS DTP	8 W 3 MTP V 4 LP 6 SWS Wissenschaft I <i>Design</i> 2 SWS <i>Kunst</i> 2 SWS <i>Medien</i> 2 SWS
	32 LP 24 SWS			9 SK MP TN PS 4 LP 2 SWS Schlüsselkompetenz I <i>Präsentation</i> <i>Rhetorik</i> <i>Studienstandgespräche (TN)</i>
3	10 ORD 2 MTP S 9 LP 6 SWS Gestaltungsprojekt I <i>Objektdesign</i> <i>Konzeption und Entwurf</i> 4 SWS <i>Projektbegleitung</i> 2 SWS	11 ORD MP S 9 LP 6 SWS Lichtgestaltung	12 ZK MP S 4 LP 4 SWS Zusatzkompetenz I <i>Typografie / Layout</i>	13 W MP SV 6 LP 4 SWS Wissenschaft II <i>Kontextualisierung</i>
	32 LP 22 SWS			14 SK MP PS 4 LP 2 SWS Schlüsselkompetenz II <i>Wissenschaftliches Schreiben</i>
4	15 ORD 2 MTP S 9 LP 6 SWS Gestaltungsprojekt II <i>Raumdesign</i> <i>Konzeption und Entwurf</i> 4 SWS <i>Projektbegleitung</i> 2 SWS	16 ORD MP S 9 LP 6 SWS Digitaler Raum <i>K + E</i> 4 SWS <i>Projektbegleitung</i> 2 SWS	17 IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt I <i>Studiengangübergreifende Projektarbeit</i>	18 SK 2 MTP PS 4 LP 4 SWS Schlüsselkompetenz III <i>Ökonomie</i> 2 SWS <i>Recht</i> 2 SWS
	28 LP 20 SWS			
5	19 ORD 2 MTP S 9 LP 6 SWS Gestaltungsprojekt III <i>Szenografie</i> <i>Konzeption und Entwurf</i> 4 SWS <i>Projektbegleitung</i> 2 SWS	20 ORD 2 MTP S 9 LP 6 SWS Objektrealisation <i>Übung</i> 2 SWS <i>Planung / Umsetzung</i> 4 SWS	21 IDP MP PS 6 LP 4 SWS Interdisziplinäres Projekt II <i>Setdesign</i> <i>Freie Projekte</i>	22 W MP SV 6 LP 4 SWS Wissenschaft III <i>Reflexion</i>
	30 LP 20 SWS			
6	23 ORD MTP S 9 LP 6 SWS Gestaltungsprojekt IV <i>Künstlerische Strategien</i> <i>Konzeption und Entwurf</i> 4 SWS <i>Projektbegleitung</i> 2 SWS	24 ORD MTP S 9 LP 6 SWS Ecodesign <i>Projekt</i> 4 SWS <i>Theoretische Begleitung</i> 2 SWS	25 ZK MP S 6 LP 4 SWS Zusatzkompetenz II <i>Freiwahl</i> <i>Grafik, Film, Sound, Fotografie</i>	26 W MP PS 6 LP 4 SWS Wissenschaft IV <i>Wissenschaftliche Diskursivierung</i>
	30 LP 20 SWS			
7	27 BA MP 12 LP BA Projektbegleitung <i>Abschlussbetreuung</i> 12 Ringvorlesungen Design aus Semester 1 - 7	28 BA BA 12 LP BA - Arbeit <i>Projekt</i> 6 LP <i>Thesis</i> 4 LP <i>Kolloquium</i> 2 LP		29 SK MP PS 6 LP 2 SWS Schlüsselkompetenz IV <i>Existenzgründung</i>
	30 LP 2 SWS			

Appendix 6 Study Course Plan Serious Games & Digital Knowledge (in German):

Study Course Plan BA »Serious Games & Digital Knowledge« | Fachhochschule Dortmund

1 30 LP 22 SWS	1 GAME MP S 9 LP 6 SWS Serious Game Design I GD Fundamentals & Game Mechanics	2 GAME MP S 9 LP 6 SWS Concept Art I Design Foundations / 2D	3 GAME MP SV 5 LP 4 SWS Technik I Introduction in Computer Science 2 SV 2 Übungen	4 GAME MP SV 5 LP 4 SWS Technik II Programming Fundamentals 1 SV 3 Übungen	5 SK GA MP SV 2 LP 2 SWS Einführung in das wissenschaftliche Arbeiten English
	6 GAME MP S 9 LP 6 SWS Interaction Design & User Experience Human-Centred Design	7 GAME MP S 8 LP 6 SWS Concept Art II Design Foundations / 3D	8 GAME MP SV 5 LP 4 SWS Technik III Computer Architectures and Graphics 2 SV 2 Übungen	9 W 3 MTP SV 6 LP 6 SWS Wissenschaft I Game Studies I 2 SWS Medienpädagogik I 2 SWS Medienwissenschaften 2 SWS	10 SK G MP SV 2 LP 2 SWS Schlüsselkompetenz I ABWL English Studienstandgespräche (TN)
3 30 LP 22 SWS	11 GAM MP S 8 LP 6 SWS Serious Game Design II Storytelling, Serious Games, Game-Based Learning	12 GAM 2 MTP S 8 LP 6 SWS Serious Game Development I Game Development I: Design 4 SWS Game Development I: Code 2 SWS	13 ZK MP PS 6 LP 4 SWS Zusatzkompetenz I / S. Game Development II (I) Game Programming	14 W MP SV 6 LP 4 SWS Wissenschaft II Medienpädagogik II 2 SWS Game Studies II 2 SWS	15 SK G MP PS 2 LP 2 SWS Schlüsselkompetenz II Entrepreneurship Deutsch / English
	16 GAM MP S 9 LP 6 SWS Serious Game Design III Advanced Game Mechanics	17 GAM 2 MTP S 9 LP 6 SWS Serious Game Development III (I) Serious Game Project 2 SWS AI / Deep Learning in Game Programm 4 SWS	18 ZK MP PS 6 LP 4 SWS Zusatzkompetenz II / S. Game Development IV (I) Game Engines, Coding & Prototyping Freiwahl	19 SK G 2 MTP PS 6 LP 4 SWS Schlüsselkompetenz III Deutsch / English Projektmanagement 2 SWS Medienrecht / Urheberrecht 2 SWS	
5 30 LP 20 SWS	20 GAM MP S 9 LP 6 SWS Serious Game Design IV Game Art Character Design Animation	21 GAM 2 MTP S 9 LP 6 SWS Serious Game Development V (I) Serious Game Project 2 SWS Multimodal UIs / AR & VR Technology 4 SWS	22 IDP MP PS 6 LP 4 SWS IDP I Studiengangübergreifende Projektarbeit	23 W MP SV 6 LP 4 SWS Wissenschaft III Medienpädagogik III 2 SWS Game Studies III 2 SWS	
	24 GAM MP S 9 LP 6 SWS Serious Game Design V Game Art World Design Assets & Items	25 GAM MP S 9 LP 6 SWS Serious Game Project Serious Games Project 4 SWS Case Studies 2 SWS	26 IDP MP PS 6 LP 4 SWS IDP II Studiengangübergreifende Projektarbeit	27 W MP SV 6 LP 4 SWS Wissenschaft IV Medienpädagogik IV 2 SWS Game Studies IV 2 SWS	
7 30 LP 2 SWS	28 BA MP 12 LP BA Projektbegleitung Recherche / Analyse / Konzeption / Projektplanung / Organisation / Produktion mindestens 12 Ringvorlesungen aus Semester 1 - 7	29 BA BA 12 LP BA-Arbeit Projekt 6 LP Thesis 4 LP Kolloquium 2 LP		30 SK G MP PS 6 LP 2 SWS Schlüsselkompetenz IV Existenzgründung Deutsch / English	

Appendix 7 Study Course Plan Serious Games & Digital Knowledge (in English):

Study Course Plan BA »Serious Games & Digital Knowledge« | Fachhochschule Dortmund

1	1 GAME ME S 9 CP 6 Ch Serious Game Design I GD Fundamentals & Game Mechanics	2 GAME ME S 9 CP 6 Ch Concept Art I Design Foundations / 2D	3 GAME ME SV 5 CP 4 Ch Technique I Introduction in CoMEditor Science 2 SV 2 Exercises	4 GAME ME SV 5 CP 4 Ch Technique II Programming Fundamentals 1 SV 3 Exercises	5 SK GA ME SV 2 CP 2 Ch Introduction to Academic Working English
	30 CP 22 Ch				
2	6 GAME ME S 9 CP 6 Ch Interaction Design & User Experience Human-Centred Design	7 GAME ME S 8 CP 6 Ch Concept Art II Design Foundations / 3D	8 GAME ME SV 5 CP 4 Ch Technique III Computer Architectures and Graphics 2 SV 2 Exercises	9 W 3 MTP SV 6 CP 6 Ch Science I Game Studies I 2 Ch Media Pedagogy I 2 Ch MedienSciencen 2 Ch	10 SK G ME SV 2 CP 2 Ch Key Skills I ABWL English Study Status Interviews (PoP)
	30 CP 24 Ch				
3	11 GAM ME S 8 CP 6 Ch Serious Game Design II Storytelling, Serious Games, Game-Based Learning	12 GAM 2 MTP S 8 CP 6 Ch Serious Game Development I Serious Game Development I: Design 4 Ch Serious Game Development I: Code 2 Ch	13 ZK ME PS 6 CP 4 Ch Additional Skills I / S. Game Development II (0) Game Programming	14 W ME SV 6 CP 4 Ch Science II Media Pedagogy II 2 Ch Game Studies II 2 Ch	15 SK G ME PS 2 CP 2 Ch Key Skills II Entrepreneurship German / English
	30 CP 22 Ch				
4	16 GAM ME S 9 CP 6 Ch Serious Game Design III Advanced Game Mechanics	17 GAM 2 MSE S 9 CP 6 Ch Serious Game Development III (0) Serious Game Project 2 Ch AI / Deep Learning in Game Programming 4 SWS	18 ZK ME PS 6 CP 4 Ch Additional Skills II / S. Game Development IV (0) Game Engines, Coding & Prototyping Free choice	19 SK G 2 MSE PS 6 CP 4 Ch Key Skills III German / English Project Management 2 Ch Media Law / Copyright Law 2 Ch	
	30 CP 20 Ch				
5	20 GAM ME S 9 CP 6 Ch Serious Game Design IV Game Art Character Design Animation	21 GAM 2 MSE S 9 CP 6 Ch Serious Game Development V (0) Serious Game Project 2 Ch Multimodal Uis / AR & VR Technology 4 Ch	22 IDP ME PS 6 CP 4 Ch IDP I Cross-Curricular Project Work	23 W ME SV 6 CP 4 Ch Science III Media Pedagogy III 2 Ch Game Studies III 2 Ch	
	30 CP 20 Ch				
6	24 GAM ME S 9 CP 6 Ch Serious Game Design V Game Art World Design Assets & Items	25 GAM ME S 9 CP 6 Ch Serious Game Project Serious Games Project 4 Ch Case Studies 2 Ch	26 IDP ME PS 6 CP 4 Ch IDP II Cross-Curricular Project Work	27 W ME SV 6 CP 4 Ch Science IV Media Pedagogy IV 2 Ch Game Studies IV 2 Ch	
	30 CP 20 Ch				
7	28 BA ME 12 CP Bachelor's Project Supervision Research / Analysis / Drafting / Project Planning / Organization / Production A minimum of 12 attended lectures from semesters 1 - 7	29 BA BA 12 CP Bachelor's Thesis Project Thesis 6 CP Colloquium 4 CP 2 CP		30 SK G ME PS 6 CP 2 Ch Key Skills IV Starting a Business German / English	
	30 CP 2 Ch				