

Erasmus Mundus Masters • Lisboa

REPLAY - ERASMUS MUNDUS MASTER IN VIDEOGAMES



Direction

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Secretariat

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Duration

0 Years

Credits

120 ects

Presentation

REPLAY is the two year European Master Program, where students from across the globe come together with the objective of designing, experimenting and developing meaningful game experiences. Students are empowered to shape the future of game design, unlocking the industry's potential for creativity, innovation, and societal relevance. Throughout their journey, the students will be immersed in three unique national game development and artistic ecosystems. Join us in redefining the future of game design.

STUDY PLAN

1st Year / No Branch Name

1º Semestre	ects	2º Semestre	ects
Critical Play	6	Design Sprint II	9
Design Sprint I	9	Game Seminars II	3
Experimental Play Lab	12	Play in Context	12
Game Seminars I	3	Speculative Design	6

2nd Year / No Branch Name

1º Semestre	ects	2º Semestre	ects
Game Jam	3	Thesis	30
Game Project Seminar	6		
Games Now! Community	6		
Learning with Game Industry Professionals	15		

Linha direta
para o teu futuro



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