



**MD.H**  
MEDIADDESIGN HOCHSCHULE

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University of Applied Sciences  
Lindenstrasse 20 – 25 | 10969 Berlin | Germany  
phone +49 (0) 30 / 399 266-0 | mail info-ber@mediadesign-fh.de  
Werdener Strasse 4 | 40227 Düsseldorf | Germany  
phone +49 (0) 211 / 179 393-0 | mail info-dus@mediadesign-fh.de  
Claudius-Keller-Strasse 7 | 81669 Munich | Germany  
phone +49 (0) 89 / 450 605-0 | mail info-muc@mediadesign-fh.de  
web www.mediadesign.de

**MD.H**  
MEDIADDESIGN HOCHSCHULE  
FÜR  
DESIGN  
UND  
INFORMATIK  
UNIVERSITY OF  
APPLIED  
SCIENCES

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**GAMEDSIGN (B.S.C.)**

BACHELOR OF SCIENCE | 3.5 YEARS  
INCLUDING A HALF YEAR INTERNSHIP

**GAMEDSIGN (M.A.)**

MASTER OF ARTS | 2 YEARS

**STUDY LOCATIONS**

BERLIN | DÜSSELDORF | MUNICH

**Key Contacts**



**Jan-Anton Dérer, M.Sc.**  
Head of Game Design  
Department, MD.H Berlin  
j.derer@mediadesign-fh.de



**Prof. Dr. Linda Breitlauch**  
Game Design Department,  
MD.H Düsseldorf  
l.breitlauch@mediadesign-fh.de



**Prof. Dr.-Ing habil.  
Christof Rezk-Salama**  
Head of Game Design Department,  
MD.H Düsseldorf  
c.rezk-salama@mediadesign-fh.de



**Prof. Dr. Axel Hoppe**  
Dean of the Game Design  
Department, MD.H Munich  
a.hoppe@mediadesign-fh.de

**Our Expertise**

The main objective is the analysis and development of computer games from concept to implementation as a scientific discipline. Throughout these studies, students develop individual profiles according to their own interests and specializations. The learning process is endorsed by intense project phases, giving the students the opportunity to develop team structures by creating 2D and 3D game prototypes. Students complete their studies with the successful implementation of a fully functional game and are awarded a Bachelor of Science degree.

**Key Projects**

Student teams of the Mediadesign University have been granted several awards and nominations in nationwide contests subsidized by the German government and the game industry.

- The game »Night of Joanne« created by the student team »Sluggertfly« won both the first place of the German Computer Games Award in the category Best Students Concept in 2010 as well as the Gamesload Newcomer Award 2010 and the Newcomer Award at the Living Games Festival 2010.
- The game »daWindci« created by the student team »Mimimi-Productions« was the runner-up at the Gamesload Newcomer Award in 2010.
- The student's game »Children of the Sun« won the Independent Award at the Living Games Festival in 2009.
- The student's games »Grounded« and »Phobos« were placed 2nd and 3rd at the Gamesload Newcomer Award in 2009.

Several alumni of the MD.H received public funding for outstanding game projects (i.e. Existenzförderung Film-Fernseh-Fonds Bayern)

**Company Facts**

- First Bachelor and Master-degree programs with federal accreditation in Germany.
- First Professor for Game Design in Germany and first woman to be appointed Professor for Game Design in Europe.
- Close cooperation between science and industry.
- More than 40.000 graduations in twenty years.