

Cycle view of the study programme

B1 Or Th Pr Au Cr

Compulsory courses (B1 : 20Cr)

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|------------|---|----|----|----|----|-----|----------|
| PCER0047-1 | <i>Video games as an object of analysis and study</i> - BjörnOlav DOZO - [110h AUTR] | B1 | Q2 | 16 | - | [+] | 5 |
| PCER0048-1 | <i>Video games, past and present</i> - BjörnOlav DOZO - [110h AUTR] | B1 | Q2 | 14 | 2 | [+] | 5 |
| PCER0049-1 | <i>Creative practices: introduction and personal project</i> - BjörnOlav DOZO - [110h AUTR] | B1 | Q2 | 6 | 10 | [+] | 5 |
| PCER0050-1 | <i>Creative practices: video games in the teaching context</i> - BjörnOlav DOZO - [110h AUTR] | B1 | Q2 | 8 | 8 | [+] | 5 |