



FH Salzburg
University of Applied
Sciences

Creative Technologies

Bachelor

- MultiMediaArt
- MultiMediaTechnology

Master

- Human-Computer Interaction
- MultiMediaArt
- MultiMediaTechnology
- Realtime Art & Visual Effects

competent
relevant
sustainable

The department Creative Technologies

Creativity and the use of innovative technologies are at the centre of the Creative Technologies department. Whether computer animation, augmented reality, mobile apps and games or film, audio and communication design: The department's degree programmes train experts in the modern creative, design and digital industries and combine pioneering digital technologies with aesthetics and function.



6 semester	Bachelor				
	Degree	Study mode	Language of instruction		
	MultiMediaArt	BA	full-time	German	
MultiMediaTechnology	BSc	full-time	German		
Entrance requirements					
<ul style="list-style-type: none"> · High School Diploma or · a foreign equivalent certificate, recognised and accepted by the regulations of the Austrian education system · University entrance qualification (applicable for countries which require additional examination for university entrance) 					
4 semester	Master				
	Degree	Study mode	Language of instruction		
	Human-Computer Interaction	MSc	full-time	English	
	MultiMediaArt	MA	full-time	English	
	MultiMediaTechnology	MSc	part-time	English	
Realtime Art & Visual Effects	MA	full-time	English		
Entrance requirements					
Relevant university degree (180 ECTS) relevant for the subject					

BA = Bachelor of Arts in Arts and Design
BSc = Bachelor of Science in Engineering

MA = Master of Arts in Arts and Design
MSc = Master of Science in Engineering

We own creativity

Students in the Department of Creative Technologies push the boundaries of media and technology by developing innovative projects using participatory methods, prioritising user needs, communicating ideas effectively and working in multidisciplinary teams to develop effective digital solutions.



Click here for the
Department-
Website



Online-Portfolio

The practice-orientated education at the Salzburg University of Applied Sciences is complemented and enriched by a variety of projects. Teamwork is a top priority and ranges from smaller student projects and term papers to challenging final-year projects in areas such as film, computer animation, web, communication design, games or performance. Our online portfolio provides an insight into the creative work of our students.



<https://portfolio.fh-salzburg.ac.at>



Computer game »Waker«



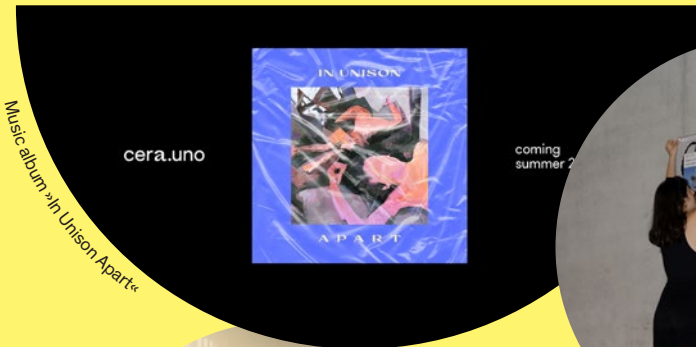
Web-App »Studentenfutter«



Human-Computer Interaction project »Push«



Computeranimation »Kokoro«



Misc album »In Unison Apart«



Communication Design for »Creativity Rules«



Social Spot »doubts«



Sound performance »Tonology«



Multi Media Art

MultiMediaArt stands for cross-media conception and design as well as for the combination of graphics, moving images, interaction and audio in one degree programme and trains you to become sought-after specialists in these areas.



Study places per year	70 full-time
Application procedure	<ol style="list-style-type: none"> 1. Online Application 2. Submission of a creative project in the chosen specialisation 3. Personal interview
Internship	480 hours
Semester abroad	possible in the 3rd semester
Specialisations	<ul style="list-style-type: none"> • Communication Design • Computeranimation • Audio • Film
Job prospects and career paths	<ul style="list-style-type: none"> • Communication Designer • Art Director • Media-Designer • Game-Designer • 3D-Artist or VFX-Artist • Sound-Designer • Film Director • Camera operator • Project Manager • Editor • Concept Developer



- Contents:**
- Dealing with impulses
 - Development into a creative person (perceiving, understanding, thinking)
 - Interdisciplinary, interactive use of different media (computer animation, audio, film, communication design)
 - Knowledge and application of analogue and digital state-of-the-art technology

Interdisciplinary Teamwork

Collaboration is a top priority at MultiMediaArt. Films, computer animations, games and interactive projects are created in collaboration with different disciplines. Communication designers practise working with 3D artists, while sound designers gain experience in film productions.



Go to in-depth content!



1st semester	ECTS 30 (CHW 25)
Scientific work	2 (2)
Art History	2 (2)
Media History	3 (4)
Media Studies	2 (2)
Concept Development	4 (3)
Cultural & Gender Studies	1 (1)
Audiovision	1 (1)
Communication Design	3 (2)
Photography	3 (2)
Film & Studio	3 (2)
Introduction to 3D	3 (2)
Introduction to Audio	3 (2)

2nd semester	ECTS 30 (CHW 22,5)
Media History	3 (2)
Media and Design Psychology	2 (2)
Pop Culture	1 (1)
Narrative Methods	1 (1)
Academic Reading & Writing	1 (0,5)
Project Management	2 (2)
Multimedia Project	4 (1)

Focussing (two classes selectable):

• Communication design	8 (6)
• Computeranimation	
• Film	
• Audio	

Electives¹:

• Staged Photography	2 (2)
• Concept Art	
• Visual Storytelling	
• Sound & Performance	

Concept Creation	2 (1)
Introduction to Creative Coding	3 (3)
Photography Specialisation	1 (1)

- 1 choose one of the courses offered
- 2 from the 3rd semester you decide on a specialisation

ECTS: European Credit Transfer and Accumulation System
 CHW: contact hours per week per semester

This chart shows the curriculum only exemplarily.

3rd semester	ECTS 30 (CHW 21,5)
Media Studies	2 (1)
Pop Culture	2 (1)
Media Law	2 (1)
Project Management	2 (2)

Specialisations²:

• Communication design	19 (13,5)
• Computeranimation	
• Film	
• Audio	

Electives¹:

• Game Studies & Game Design	3 (3)
• Motion Design	
• Creating Visual Drama	
• Conception & Production	

• Media Scenography

4th semester	ECTS 30 (CHW 19,5)
Team Organisation	2 (1)
Pitching & Project Financing	2 (2)

Specialisations²:

• Communication design	16 (12)
• Computeranimation	
• Film	
• Audio	

Wahlfach¹:

• Game Studies & Game Design	3 (3)
• Motion Design	
• Creating Visual Drama	
• Conception & Production	

• Media Scenography

Multimediprojekt	7 (1,5)
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5th semester	ECTS 30 (CHW 3)
Internship	19 (0)
Internship: Supervision	3 (1,5)
Multimedia Project: Preparation	4 (1)
Bachelor Thesis: Preparation	4 (0,5)

6th semester	ECTS 30 (CHW 6,5)
Multimedia Project	15 (4,5)
Project Supervision: Basic Principles of Entrepreneurship	2 (1,5)
Bachelor Thesis	10 (0,5)
Bachelor Exam	3 (0)



Multi Media Technology

Web applications, mobile apps and innovative games: on the MultiMediaTechnology bachelor's degree programme, you will shape the digital future. As an expert in software development, you will combine technology and creativity and develop pioneering applications for the world of tomorrow.



Study places per year	54 full-time
Application procedure	<ol style="list-style-type: none"> 1. Online Application 2. PC-based admission test 3. Personal interview
Internship	600 hours
Semester abroad	possible in the 4th or 5th semester
Specialisations	<ul style="list-style-type: none"> • Web & Mobile Development • Game-Development & Mixed Reality • Web & Internet Technologies • Game Programming (Mobile, PC, Console) • Project work • 3D and Computer Graphics • Mobile Applications • Machine Learning & AI • Software Development • Design & User Experience • Mixed Reality
Contents	
Job prospects and career paths	<ul style="list-style-type: none"> • Software Developer • Application Developer • Creative Engineer • Digital Conceptual Artist & Developer



Combine your love for creativity and tech with the MultiMediaTechnology bachelor's degree. Start with the basics of informatics and programming, then dive into specialisations like Web & Mobile Development or Game Development & Mixed Reality.

Work in teams on exciting projects - whether you're developing web applications or creating your own games, you'll build a killer portfolio. Graduates go on to work in web agencies, game studios, and software development companies or even launch their own start-ups.

Plus, you can gain international experience in the fourth semester or during an internship abroad in the fifth semester.



1st semester	ECTS 30 (CHW 26)
Linear algebra	5 (4)
Introduction programming	5 (4)
Multimedia/ computer networks	5 (4)
Web programming / Databases	5 (4)
Concept development	2,5 (3)
Technical English	2 (2)
Basics media design /3D Prototyping and Scripting	5 (4)
Personal reflection process	0,5 (1)

2nd semester	ECTS 30 (CHW 23)
Analysis	5 (4)
Algorithms and data structures	5 (4)
Web Programming	5 (4)
Basics game development	2,5 (2)
Basics of human-computer interaction	2,5 (2)
Multimediaproject	4 (2)
Basics operating systems	2,5 (2)
Practice Software Development Tools	1,5 (1)
Presentation techniques	1,5 (1)
Personal reflection process	0,5 (1)

3rd semester	ECTS 30 (CHW 22)
Basics machine learning	2,5 (2)
Cryptography and data security	2,5 (2)
Software design patterns	2,5 (2)
Software project management	2,5 (2)
Specialisations ¹ :	
• Web & Mobile Development	15 (9)
• Game Development & Mixed Reality	
Multimediaproject	
Group-oriented reflection process	0,5 (1)
Scientific work and research methods	2 (2)



¹ from the 3rd semester onwards, you decide on one of the two specialisations offered

4th semester	ECTS 30 (CHW 22)
Software Architecture	2,5 (2)
Concurrent & Distributed Systems	2,5 (2)
Specialisations ¹ :	
• Web & Mobile Development	18 (14)
• Game Development & Mixed Reality	
Multimediaproject Interdisciplinary Hackathon	
Electives:	
Practice Machine Learning, Ethical Hacking, Information Visualisation, Game Studies and Game Design	2,5 (2)
Group-oriented reflection process	0,5 (1)
Seminar paper on computer science	4 (1)

5th semester	ECTS 30 (CHW 3)
Internship	24 (0)
Internship: accompanying course	0,5 (0,5)
Bachelor thesis: topic identification and research design	1,5 (0,5)
Multimediaproject: Pre-Production	2,5 (1)
Media, technology and society	1,5 (1)

6th semester	ECTS 30 (CHW 10)
Specialisations ¹ :	
• Web & Mobile Development	15,5 (6)
• Game Development & Mixed Reality	
Multimediaproject	
Group-oriented reflection process	0,5 (0,5)
Entrepreneurial basics and law	3 (2)
Guest lecture: Emerging Technologies	1 (1)
Bachelor thesis	9 (0,5)
Bachelor exam	1 (0)

ECTS: European Credit Transfer and Accumulation System
CHW: contact hours per week per semester

This chart shows the curriculum only exemplarily.

Prizes and Awards

International recognition for the achievement of our students

A strong portfolio and top work are key to starting a career in the creative industry. We support students in submitting to prestigious competitions and are proud of their numerous successes. Based on our awards, the industry association „The One Club for Creativity“, based in New York, has ranked the Department of Creative Technologies amongst the best universities in the world in the creative sector.

The Communication Design Project »Brücken« was honoured with a Grand Prix at the ADC Talent Award.



The social spot „doubts“ won a Golden Cube at the Young Ones Award.



Students at the award ceremony for the CCA Venus Award

Our students regularly achieve high honours in international competitions. Successes, such as the ADC Talent Award or the CCA Student of the Year Award, emphasise the competitiveness of our interdisciplinary study concept.

Award	Project
Grand Prix ADC Talent Award 2024	Multimedia-Performance »Ethan Pope«
CCA Venus Award 2024	Multimedia-Performance »Ethan Pope«
Student of the Year CCA Venus Award 2023	Web-App »Spot a Bot«
Grand Prix, ADC Talent Award 2023	Web-App »Spot a Bot«
Goldener Cube, Young Ones Award 2022	Kommunikationsdesign »connected patterns«
Goldener Nagel, ADC Talent Award 2022	Generatives Designtool »KNOB«
Prix Victoria Gold, Int. Wirtschaftsfilmtage 2022	Animationsfilm »Daughter«
Explorer Award, A Maze Festival 2022	VR-Computerspiel »We Are One«
Erster Platz Elektronikland Wettbewerb 2021	Audiostudenten Jakob Vasak und Kenji Araki
Goldener Nagel, ADC Talent Award 2021	Animationskurzfilm »Kokoro«
Ubisoft Newcomer Award, Dt. Entwicklungspreis 2021	Computerspiel »Whalien«
Rookie of the Year, The Rookies 2020	Computeranimationsstudent Andreas Catucci



Creativ
Club
Austria





Human-Computer Interaction

The digital revolution is not just about technology and designing useful apps – it's about understanding humans and their needs in regard to the interaction with technology. Become an expert in the thriving field of Human-Computer Interaction and help shape the way people interact with digital applications, products or services by designing better futures.



Study places per year	30 full-time
Application procedure	<ol style="list-style-type: none"> 1. Online application 2. Send your CV, diplomas, a motivational letter and video, references 3. Admission interview (online)
Semester abroad	possible in the 4th or 5th semester (extension)
Admission requirements	<ul style="list-style-type: none"> · Academic degree provided by relevant bachelor programmes · Adequate English proficiency (minimum CEFR level English B2)
Content	<ul style="list-style-type: none"> · HCI theory · Methodology and Prototyping · Human Factors & User Experience Engineering · Interaction Design & Digital Innovation · Contextual Interfaces · HCI Innovations & Future Technologies
Job prospects and career paths	<ul style="list-style-type: none"> · HCI professional · Usability engineer · Interaction designer · UX & usability expert · Digital innovation manager



Joint master programme

This joint degree programme of FH Salzburg and Paris Lodron University Salzburg combines principles from computer science, design and psychology and is dedicated to understanding the evolving relationship between people and interactive systems. The programme prepares future experts to ideate, design, implement and evaluate novel interfaces and innovative forms of interaction that better respond to the needs of users.

Target group

The master's degree programme is designed for international graduates from fields such as human-computer interaction, computer science, design, media, communication studies, psychology, sociology and engineering. Preparation courses help students from diverse backgrounds to develop basic skills in programming, visual design and research methodology.



1st semester	ECTS 30 (CHW 20)	3rd semester	ECTS 30 (CHW 18)
HCI Theory & Paradigms ²	2 (2)	Design of Innovative Interactions ²	3 (2)
Foundations of HCI Methodologies ²	4 (2)	Impacts of Future Technologies ^{1,2}	3 (2)
Applied Prototyping Skills for HCI ¹	6 (4)	Advanced Contextual Interfaces ^{1,2}	3 (2)
Human Factors & Design Principles ²	2 (2)	Complex Interactive Systems ¹	3 (2)
Experience Engineering Methods ²	4 (2)	Elective courses (SUAS, PLUS) ^{1,2}	6 (4)
Interaction Design ²	3 (2)	User Experience in Practice ¹	3 (2)
Design Thinking for Digital Innovation ¹	3 (2)	Experience Leadership & Innovation Management ²	3 (2)
Ethics & Sustainability ¹	1,5 (1)	HCI Industry Project ^{1,2}	6 (2)
Diversity & Intercultural Aspects ¹	1,5 (1)		
Societal & Legal Aspects in HCI ¹	3 (2)		
2nd semester	ECTS 30 (CHW 18)	4th semester	ECTS 30 (CHW 1)
Contextual Analysis & Context Capturing ²	3 (2)	Master Thesis Seminar ^{1,2}	2 (1)
Contextual Interaction Design ²	3 (2)	Master Exam ^{1,2}	3 (-)
Interaction Approaches & Technologies ¹	6 (4)	Master Thesis ^{1,2}	25 (-)
Elective courses (SUAS, PLUS) ^{1,2}	6 (4)		
Research Trends in HCI ^{1,2}	3 (2)		
Lecture Series: HCI related Disciplines ^{1,2}	3 (2)		
HCI Research Project ^{1,2}	6 (2)		

Study Locations

- ¹ **Salzburg University of Applied Sciences (SUAS)**
Urstein Süd 1, 5412 Puch / Salzburg, Austria
- ² **Paris Lodron University of Salzburg (PLUS)**
Jakob-Haringerstr. 2, 5020 Salzburg, Austria

Go to in-depth content!



ECTS: European Credit Transfer and Accumulation System
CHW: contact hours per week per semester

This chart shows the curriculum only exemplarily.



Multi Media Art¹

The MultiMediaArt Master's degree programme teaches advanced skills for the conception, design, implementation and management of creative design projects. MultiMediaArt stands for the networking of different disciplines.



Study places per year	40 full-time
Application procedure	<ol style="list-style-type: none"> 1. Online Application 2. Submission of portfolio, letter of motivation and final certificates 3. Personal Interview at the Salzburg University of Applied Sciences
Semester abroad	possible in the 3rd or 4th semester
Entrance requirements	<ul style="list-style-type: none"> · Relevant university degree (180 ECTS) with a minimum of ECTS in the core fields · German and English (Level B2)
Specialisations	<ul style="list-style-type: none"> · Communication Design · Film · Audio · Producing
Job prospects and career paths	<ul style="list-style-type: none"> · Communication Designer · Motion picture Designer · Sound Designer · Film Director · Cinematograph · Project Manager and Producer · Editor or Concept Developer



Focus on Projects

The degree programme focuses on the development and implementation of sophisticated, cross-media projects, such as feature films and documentaries, games and virtual reality projects, cross-media designs or interactive media installations.

Creative Self-Development

You will work together with colleagues from different specialisms in teams, from the development of the idea through to publication maturity and deepen your knowledge in project roles of your choice, such as a producer, art director or sound designer.

The result is a portfolio worth seeing that will enable you to enter exciting positions in the creative industry.

¹ subject to approval by the competent bodies



1. Semester	ECTS 30 ¹
Positions on Art & Media Culture	2 (1)
Audience Engagement	1 (1)
Media Studies	2 (1)
Peer Presentation Show & Tell / Conference Reports	1 (1)
Symposium: Ethics & Sustainability	1 (1)
Impulses / Impulse workshops	2 (2)
Multimedia Masterproject	6 (2)
Specialisations²:	
· Communication design	15 (7,5)
· Film	15 (9,5)
· Audio	15 (10)
· Producing	15 (8,5)

2. Semester	ECTS 30 ¹
Intercultural Competence	2 (1)
Media Studies	1,5 (1)
Research Methods & Study Design / Art-Based-Research / Seminar	3,5 (3)
Multimedia Masterproject	5 (2)
Specialisations²:	
· Communication Design	15 (10)
· Film	15 (12)
· Audio	15 (10)
· Producing	15 (10)
Electives³:	
· World Building for Fiction	3 (2)
· Generative Design	3 (2)
· Designed Experiences in Technology	3 (2)

Go to in-depth content!



3. Semester	ECTS 30 ¹
Peer Presentation Show & Tell / Conference Reports	3 (2)
Research Methods & Study Design / Art-Based-Research / Seminar	2 (1)
Multimedia Masterproject	9 (2)
Transferproject	1 (0)
Vertiefungen²:	
· Communication design	12 (10)
· Film	12 (6)
· Audio	12 (7,5)
· Producing	12 (9)
Electives³:	
· Dramaturgy & Storytelling	3 (2)
· Performance & Interaction	3 (2)

4. Semester	ECTS 30 (SWS 5)
Guest Lectures	1 (1)
Research Methods & Study Design / Art-Based-Research / Seminar	2 (2)
Transferproject	1 (0)
Multimedia Masterproject	4 (2)
Master thesis & examination	22 (0)

¹ the number of CHW in the semesters differs depending on the specialisation chosen

² from the 1st semester you choose a specialisation

³ choose an elective subject from a wide range offered by the department

ECTS: European Credit Transfer and Accumulation System
CHW: contact hours per week per semester

This chart shows the curriculum only exemplarily.



Multi Media Technology

Ready to make the move from standard software development to a career that combines creativity and technology? MultiMediaTechnology is an innovative computer science programme designed for the modern age, perfect for balancing work and study. Stay ahead of the curve with a curriculum that focuses on current trends in mixed reality development, mobile applications and cloud technologies. Our passionate students create scalable, innovative solutions that drive progress in the digital landscape.



Study places per year	20 part-time
Application procedere	<ol style="list-style-type: none"> 1. Online application 2. Submit your CV, diplomas, a motivation letter and references 3. Personal interview
Semester abroad	possible in the 4th semester
Admission requirements	<ul style="list-style-type: none"> • Relevant university degree (bachelor's or diploma degree) or • Non-subject-related degree with proof of 20 ECTS credits in MINT subjects and 25 ECTS credits in the field of software development or equivalent project or work experience. • English, level B2
Majors	<ul style="list-style-type: none"> • Game & Simulation Engineering • Web Engineering
Job prospects and career paths	<ul style="list-style-type: none"> • Digital Agencies and Online Industry • Digital Media and Entertainment Industry • Video Games Industry • Software industry • Research and development • Startups



Digital mastery

This master's programme provides a broad foundation in applied computing with specialisations in Game & Simulation Engineering or Web Engineering. The curriculum includes two capstone projects that take you from design and prototyping to market readiness. You'll develop sophisticated digital products and tackle complex software engineering challenges in a collaborative team environment supported by industry experts.

Career changers welcome

We offer tailored development opportunities for career changers. Foundation and bridge courses are designed to help you quickly gain in-depth skills in web development, game development and machine learning. Whether you're looking to deepen your expertise or move into a new area, our programme will support your goals.



1. Semester	ECTS 30 (CHW 20,5)
Data Analysis	3 (2)
Majors¹:	
• Game & Simulation Engineering	12 (9)
• Web Engineering	
Lightning Talks & Workshops	2 (2)
Digital Ideation / Rapid Prototyping	4 (2)
Multimedia Projects	4 (1,5)
Agile Project Management	1,5 (1)
Diversity in Tech	1 (1)
Facilitation and Efficient Meetings	1,5 (1)
Symposium on Ethics / Ethics in Informatics	1 (1)
2. Semester	ECTS 30 (CHW 18)
Research Methods & Study Design	3 (2)
Majors¹:	
• Game & Simulation Engineering	12 (9)
• Web Engineering	
Multimedia Project 1	9 (2)
Innovation Coaching & Project Reflection	1 (1)
Electives²:	
• Information Visualisation & Visual Analytics	3 (2)
• Generative AI	
• Predictive Modelling	
IT Law and Data Protection	1 (1)
Symposium on Ethics / Ethics in Informatics	1 (1)

Go to in-depth content!



3. Semester	ECTS 30 (CHW 17)
Majors¹:	
• Game & Simulation Engineering	10 (7)
• Web Engineering	
Multimedia Project 2	8 (2)
Innovation Coaching & Project Reflection	1 (1)
Transfer Projects	1 (0)
Lecture Series: Emerging Technologies / Conference Attendance	3 (2)
Electives²:	
• Mixed Reality Technologies	
• Creative Entrepreneur & Corporate Innovation	3 (2)
• Deep Learning & Explainable AI	
• Selected Topics in Human-Computer Interaction	
Sustainable Computing	1 (1)
Master Thesis Seminar	3 (2)
4. Semester	ECTS 30 (CHW 3)
Multimedia Projects	3 (1)
Innovation Coaching & Project Reflection	0,5 (0,5)
Transfer Projects	1 (0)
Lecture Series: Emerging Technologies / Conference Attendance	0,5 (0,5)
Master Thesis Seminar	1 (1)
Master Thesis / Master Exam	24 (0)

- ¹ choose one of the two majors
- ² choose one elective from a wide range of subjects offered by the department

ECTS: European Credit Transfer and Accumulation System
CHW: contact hours per week per semester

This chart shows the curriculum only exemplarily.



Realtime Art & Visual Effects

Embark on an evolutionary educational journey that merges art with groundbreaking technology. Our Master's programme in Realtime Art & Visual Effects integrates the principles behind leading realtime graphics platforms and intricate procedural generation tools. It's about mastering the interplay of creativity and technology, and spearheading the next era of immersive digital narratives.



Study places per year	20 full-time
Application procedure	<ol style="list-style-type: none"> Online application with submission of your Curriculum vitae, study certificates and thesis, portfolio, letter of motivation Personal interview
Semester abroad	possible in the 4th semester
Admission requirements	<ul style="list-style-type: none"> Relevant university degree (bachelor's or diploma degree) or Non-subject-related degree with proof of 20 ECTS in digital content creation or software development English, Level B2
Key Topics	<ul style="list-style-type: none"> Realtime Workflows Procedural Workflows AI & Production Workflows
Job prospects and career paths	<ul style="list-style-type: none"> Realtime-VFX Specialist AR/VR Content Developer Technical Artist Environment Artist Lighting Artist Simulation and Visualization Specialist Generative AI Artist Procedural Artist Virtual Production Artist



The T-Shaped Advantage
 The T-shaped generalist model is central to our curriculum, equipping students with a blend of specialized knowledge and broad understanding. This approach prepares graduates to excel in their core domain while understanding and bridging interdisciplinary boundaries, which is crucial for success in dynamic creative environments.

Expertise at the Helm
 Our lecturers come equipped with hands-on experience from their tenures at global powerhouses such as Trixter, Rise Visual Effects, Industrial Light & Magic, Epic Games, Scanline VFX, Pixomondo, DNEG, and UBISOFT.

High-profile industry partners
 Our acclaim is underscored by endorsements from Epic Games and SideFX. These partnerships have resulted in our esteemed recognition as an Unreal Academic Partner and a Side Effects Certified School.



1. Semester	ECTS 30 (CHW 21,5)
research & academics	2 (1)
technical / MATH & SCRIPTING	3 (2,5)
artistic / CAMERA & COMPOSITION	2 (1,5)
Workflow Proficiency	
· realtime	6,5 (4,5)
· procedural	4 (3)
· toolchain	4 (3)
symposium	1 (1)
process / CONCEPT DECK & PITCH	3 (2)
industry / CONFERENCE	0,5 (1)
Electives¹	
· Realtime Fundamentals	4(2)
· Digital Content Creation	4(2)
· Visual Scripting	4(2)

2. Semester	ECTS 30 (CHW 22)
research & academics	2 (1)
technical / CODE & FORMAT	2 (2)
artistic / LIGHT COLOR MOTION	2 (1,5)
Workflow Proficiency	
· realtime	6,5 (5)
· procedural	4 (3)
· toolchain	2 (2,5)
process / TIMELINE & RESOURCE	1 (0,5)
industry / EMERGING TOPICS	1 (1,5)
industry / CONFERENCE	0,5 (1)
Electives¹	
· Virtual Production	3 (2)
project + assistance	6 (2)

3. Semester	ECTS 30 (CHW 19,5)
research & academics	2 (1)
spatial / AESTHETICS & DESIGN	4 (2)
Workflow Proficiency	
· realtime	5 (3,5)
· procedural	4 (3,5)
· toolchain	4 (4)
process / COMMUNICATION & CONTROL	1 (0,5)
industry / CONFERENCE	1 (1)
Electives¹	
· Virtual Production	3 (2)
project + assistance	6 (2)

3. Semester	ECTS 30 (CHW 6,5)
research & academics	12 (2)
process / POLISH & PRESENTATION	2 (1)
industry / PORTFOLIO COMPANY VISITS	2 (3,5)
Master Thesis & Exam	14 (0)

Go to in-depth content!



¹ choose one elective from a wide range of subjects offered by the department

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Creativity Rules Festival

The multi-day creative festival in May is the annual highlight of the academic year

The Creativity Rules Festival took place for the eleventh time in 2024. Under the motto » We own creativity«, students from the Department of Creative Technologies present their final projects. The festival presents top-class speakers from the international design and film industry and includes a diverse programme of young art, interactive media, films, music and design.

The festival is held in the nearby town of Hallein.



The »Alte Saline Hallein«, galleries and the city cinema become creative hotspots for several days.



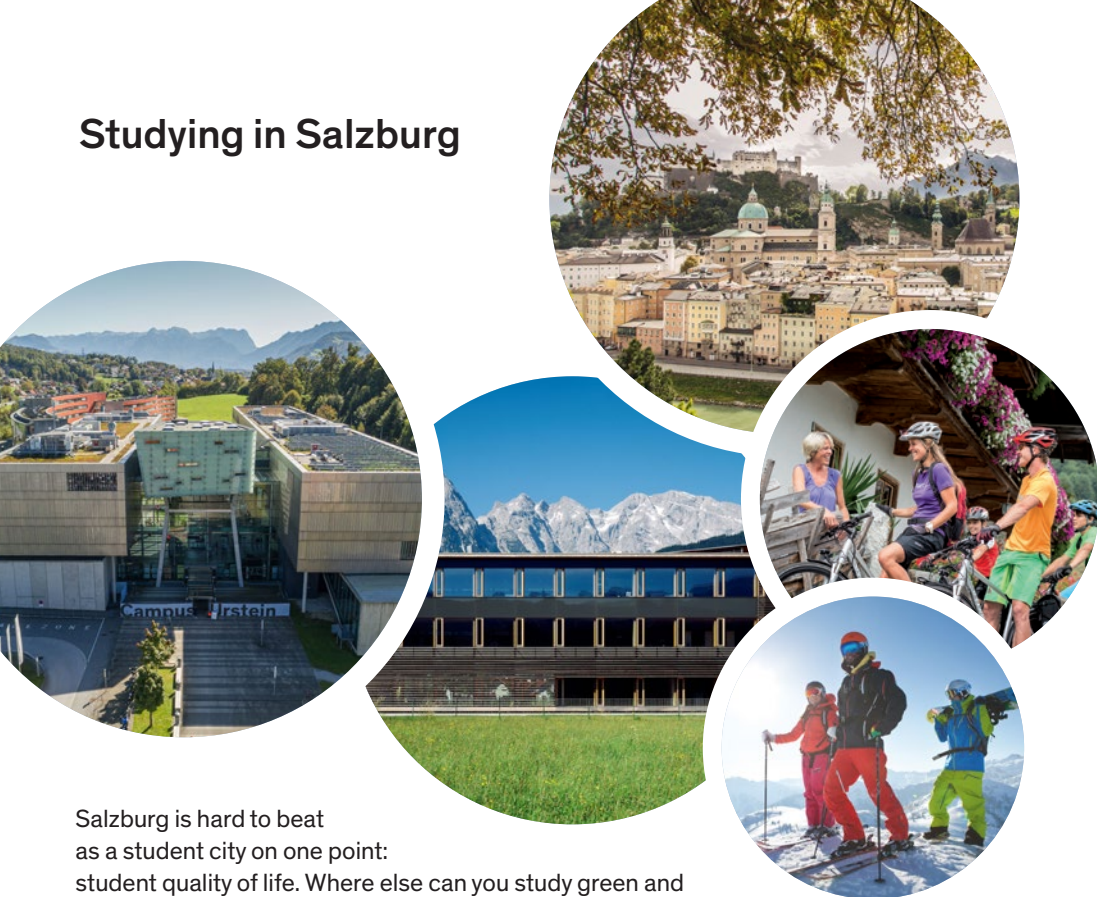
The public presentation of the works is part of the study concept.



Further Informationa about the festival: creativity-rules.at



Studying in Salzburg



Salzburg is hard to beat as a student city on one point: student quality of life. Where else can you study green and urban flair as ideally as between mountains and cultural capital? After the lecture in a show at the theater, for shopping or on the mountain: At Salzburg University of Applied Sciences you are spoiled for choice.

All degree programmes in the Department of Creative Technologies are located on the Urstein campus. The tuition fees per semester for all degree programmes at Salzburg University of Applied Sciences are 363 euros, plus the student unions fee of 24.70 euros.

Explanations



Information about the degree programme



Advantages and special features



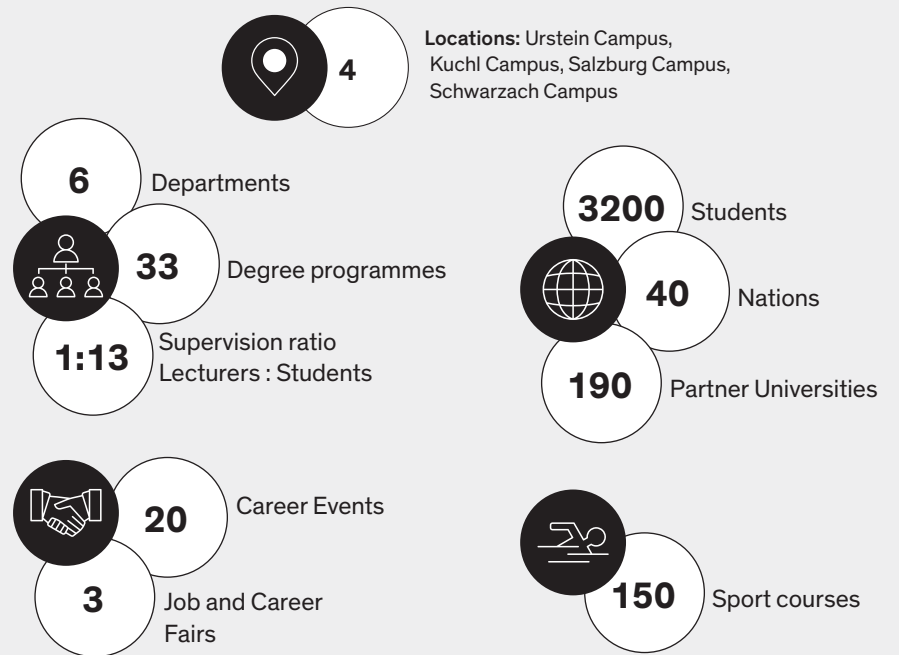
Curriculum Teaching contents



QR codes lead to the in-depth content on our website such as current dates, deadlines and details

Studying at the Salzburg University of Applied Sciences

Salzburg University of Applied Sciences offers practical course content that is in line with the requirements of business and society. Qualified and experienced teaching staff from both scientific and practical fields guarantee an academic education of the highest standard. Together with the first-rate facilities in our lecture halls and laboratories, they provide the basis for a successful course of study. Our locations, offering a total of 18 bachelor programmes, 15 master programmes and further education possibilities, are situated in some of the most beautiful regions in the world.



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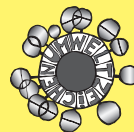
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