(NMgr) Programme: Game Studies (NP_GAME)

Programme N0388A18A4487: Game Studies - master, full-time

Academic year 2026/2027

The Game Studies continuing Master's study programme focuses on the interdisciplinary study of digital and (to a lesser extent) non-digital games as a medium. It builds primarily on the media studies tradition, while also drawing from other related fields, such as sociology, anthropology, or film studies. The program looks at games as texts and cultural products, as well as at game production (meaning the game industry) and reception (meaning player communities). Its goal is therefore to educate future experts on the social and cultural aspects of games. The graduates are equipped to work in the game industry (or a related industry, such as VR or esport) as analysts, marketing specialists, community managers, or localization specialists. They can also work as game journalists, game specialists in public institutions (such as museums or libraries) or as academic researchers.

Programme supervisor: doc. Mgr. et Mgr. Jaroslav Švelch, Ph.D.

Programme coordinator: Mgr. Veronika Hanáková

Course structure and study requirements

Total credits		**120 ECTS**
Compulsory courses		84 ECTS
Elective courses		min. 24 ECTS
Optional courses		max. 12 ECTS

Master state examination

1. (JDIP01) Master's thesis defence
2. (JSZ699) Master's thesis theory and methodology discussion

Cumpulsory courses (J#1060)

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Kód	Název předmětu	Garant předmětu	Semestr	Rozsah výuky	Kontrola studia	Kredity
JKM205	History of Computer and Video Games	Švelch	ZS	1/1	Zk	6
JKM206	Introduction to Game Studies	Šisler	ZS	2/0	Zk	6
JKM207	Player Studies	Reifová Fousek Krobová	ZS	1/1	Zk	6
JKM208	Game Industry Production Studies	Švelch Švelch	ZS	2/0	Zk	6
JKM209	Community Content in Game Culture	Švelch Švelch	LS	2/0	Zk	6

JKM210	Representation in Games	Švelch Fousek Krobová	LS	2/0	Zk	6
JKM211	Game Journalism and Marketing	Hroch Švelch	ZS	1/1	Zk	6
JKM212	Game Studies Reading Seminar	Reifová Švelch Švelch	ZS	0/2	Zk	7
JKM213	Methodology of Game Research	Švelch Švelch Fousek Krobová	LS	1/1	Zk	7
JKM222	Methodology of Social Sciences for Game Studies	Reifová Vochocová Nečas	ZS	1/1	Zk	6
JKM223	Media Sociology for Game Studies	Reifová Hroch Miessler	ZS/LS	1/1	Zk	6

Total ECTS: 68

Compulsory courses - Thesis seminars (J#1061)

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Kód	Název předmětu	Garant předmětu	Semestr	Rozsah výuky	Kontrola studia	Kredity
JKM214	Game Studies Thesis Seminar I	Švelch Švelch Fousek Krobová	ZS	0/2	Z	8
JKM215	Game Studies Thesis Seminar II	Švelch Švelch Fousek Krobová	LS	0/2	Z	8

Total ECTS: 16

Elective courses (J#1062)

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Kód	Název předmětu	Garant předmětu	Semestr	Rozsah výuky	Kontrola studia	Kredity
JJM344	Political Economy of Communication	Vochocová	ZS	1/1	Zk	6
JKM216	Role-Playing Game Studies: Research Seminar	Švelch	LS	0/2	Zk	6
JKM217	Gender and games seminar	Fousek Krobová	ZS	0/2	Zk	6
JKM218	Game Industry Internship	Švelch	ZS/LS	0/2	Z	6
JKM219	Game History Seminar	Švelch	ZS	0/2	Zk	6
JKM220	Psychology of digital games	Lukavská	LS	1/1	Zk	6

JKM221	Games as an art form	Trhoň	ZS	1/1	Zk	6

Minimum ECTS: 24

Prerequisites, co-requisites, interchangeable and incompatible courses

Cumpulsory courses (J#1060)

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Kód	Název předmětu	Prerekvizity	Korekvizity	Záměnnosti	Neslučitelnosti

Compulsory courses - Thesis seminars (J#1061)

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Kód	Název předmětu	Prerekvizity	Korekvizity	Záměnnosti	Neslučitelnosti
JKM214	Game Studies Thesis Seminar I	JKM213			
JKM215	Game Studies Thesis Seminar II	JKM214			

Elective courses (J#1062)

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Kód	Název předmětu	Prerekvizity	Korekvizity	Záměnnosti	Neslučitelnosti

Study plan code:
J26NPGAME1900