Breda University of Applied Sciences

MASTER GAME TECHNOLOGY



Dive deep into a subject of your choice and work with experts from the international games industry on your research project that contributes to the future of digital game technology.

2027-2028

1 year, 60 ECTS

APPLY

EU/EEA: before 15 August
non-EU: before 1 June

Master of Science

Group size:
approx. 35-40 students
(50% international)

Study load:
40 hours per week

EEA tuition fee *
€2,771 (2027-2028)

* Please check BUas.nl for detailed information

In general

- This master's programme has been developed in collaboration with Howest University of Applied Sciences and the international games industry.
- It builds your research and development skills with support from industry partners and expert lecturers.
- And it equips you to develop a deep under standing of your chosen area of game development and make meaningful contributions.

Working on practical solutions

- You will spend a year independently researching a topic of your choice or one aligned with a current BUas research project, with weekly one-to-one coaching from a subject expert. Progress is assessed through presentations at the end of each block.
- Your work involves a research thesis and the practical development of artefacts.
- Researching games can feel abstract – is Art even a valid research domain, and what data might a Design & Production paper generate? Check **BUas.nl** for examples of papers written by graduates of this master's programme.

Examples of jobs

- Research and Development Specialist
- Researcher
- Expert Developer in your field
- Rendering Engineer

Curriculum overview

BLOCK A

Concept
- Introduction
- Literature Review

BLOCK B

Pre-production
- Methodology

BLOCK C

Production
- Data Collection
- Data Analysis and Statistics

BLOCK D

Release
- Discussion
- Conclusion
- Publication

Go to **BUas.nl** for a complete curriculum overview.

Preparing for this programme
You will write a project proposal using a BUas-provided template, outlining your research ideas. For full requirements, check **BUas.nl**.

WHAT'S NEXT



Is this programme for you?

We encourage applicants who are working in the games industry and already have a bachelor's degree in the creative technologies domain.

Applicants should ideally have

> A bachelor's degree in any relevant game development area such as IT, programming, art, animation, design, production, or an exceptional interest in game technology.

> A pre-existing knowledge in the field you wish to explore; rather than teaching you game development fundamentals, we will dive into innovation through research.

Not sure? Check the full admission requirements at **BUas.nl**.

BUas in short

> Over **60 years of applied education and research**, with 40,000+ graduates worldwide

> Master's degrees in **Logistics, Media, Games, Tourism, Leisure & Events, Imagineering**

> **International classroom** and teaching staff with strong industry connections

> **Personal, small-scale environment**, lecturers know you by name and are readily accessible

> **Green, safe, innovative campus**, a short walk from Breda city centre (the Netherlands)

Your next step?

Still exploring?
Read more at **BUas.nl**, join a webinar, visit our open day or chat with a student or staff member.

Ready to apply?
Check the application procedure and full admission requirements. Deadlines: EU/EEA before 15 August, non-EU before 1 June.

Questions?
Email: mastergametechnology@buas.nl



Breda University
OF APPLIED SCIENCES