



2026-2027

Master Game Technology



1 year, 60 ECTS



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



Master of Science



Group size:
approx. 25 students
(50% international)



Study load:
40 hours per week



EEA tuition fee *
€2,695 (2026-2027)

* Please check BUas.nl
for detailed information

This master's programme focuses on facilitating your growth in research and development with support from industry partners and expert lecturers from the international games industry. Training in research methods allows you to develop deep insights into your chosen area of game development and make meaningful contributions.

WORKING ON PRACTICAL SOLUTIONS

- > You will spend a year working on a topic of your own interest, or on a topic within one of the current research projects of BUas. You will receive weekly individual coaching by an expert in your subject area. At the end of every block, you will present your work and progress will be evaluated.
- > Your work involves a research thesis and the practical development of artefacts.
- > Sometimes it can be difficult to visualise how you can do research in the games sector. Is research in Art even possible? What kind of data could a Design & Production paper yield? Check **BUas.nl** for examples of papers written by graduates of this master's programme.

WANT TO APPLY?

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

Applicants should 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 (if you have an alternative background).
- > A pre-existing knowledge in the field you wish to explore; rather than teaching you game development skills, this course will focus on writing and research fundamentals.
- > Specific skills (if needed); if you wish to create an artefact to substantiate your research, for example a test scene with different mood settings, you will already need to possess the skills required to make that test scene.

Please check the English language requirements at **BUas.nl**

+ The pluses of this master's programme

- + Developed in collaboration with **Howest University of Applied Sciences** and the international games industry
- + International team of lecturers and professionals from across the field of games development
- + Year-long graduation, self-directed learning, and individual coaching

Block A

Concept

- > Introduction
- > Literature Review

Block B

Pre-production

- > Methodology

Block C

Production

- > Data Collection
- > Analysis
- > Discussion

Block D

Release

- > Conclusion
- > Publication

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

Preparing for this programme

You will have to write a project proposal, in a template provided by BUas, in which you summarise your ideas for a research project. Please check all requirements at **BUas.nl**

Open Days | On Campus

- > 22 November 2025 | 11.00 - 14.00 hrs
- > 7 March 2026 | 11.00 - 14.00 hrs
- > 9 April 2026 | 18.00 - 21.00 hrs

Digital Discovery Day | Online

Please check **BUas.nl/en/ddd**

I was given a lot of freedom in what I wanted to research

"I chose this master's programme to contribute to the field through academic research. I specifically opted for BUas because the lecturers are industry professionals and the programme ranks among the top 3 in the world. I was given a lot of freedom in what I wanted to research, and my supervisors were assigned to me based on their expertise in the field I am researching. This has greatly helped me improve the quality of my research and learn at a fast pace."

Leon

Master's student



Join one of our current applied research projects

Advanced Graphics Programming | Professor Bikker

- > Applied science approach to real-time, photo-realistic rendering for movies and games, enabling students to access state-of-the-art academic material and to apply theory in the field using state-of-the-art engineering skills.

Beyond Entertainment | Professor Mayer

- > Serious Games for Learning and Change: Dive into the design and evaluation of a serious game on a specific topic, such as broad prosperity, poverty, team interactions, and more.
- > Virtual Humans – Real Emotions: Technical studies, design studies, and user interaction studies of highly realistic Virtual Humans, for instance, in the context of studying emotions, charismatic leadership, therapy, etc.
- > Digital Twins (for the Ocean) – Technical development, design studies, and user interaction studies of 3D immersive realities, VR, and AR for Ocean Digital Twinning.

Examples of jobs after graduation

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

Questions?

Do you have questions about the programme, admission requirements, selection procedure or anything else? Ask them via **BUas.nl/en/chat** or send them to **mastergametechnology@buas.nl**

Some of our industry partners:

SONY

Houdini



UBISOFT

