2025-2026

Master Game Technology

1 year, 60 ECTS

APPLY

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

Master of Science

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

Study load:
40 hours per week

EEA tuition fee *
€2,601 (2025-2026)

* 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
+ Lecturers and professionals from across the field of games development
+ Year-long graduation, self-directed learning, and individual coaching

Breda University OF APPLIED SCIENCES

CURRICULUM OVERVIEW

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
> 16 November 2024 | 11.00 - 14.00 hrs
> 8 February 2025 | 11.00 - 14.00 hrs
> 3 April 2025 | 18.00 - 21.00 hrs

Digital Discovery Day I Online
Please check **BUas.nl/en/ddd**

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

Some of our industry partners:

SONY

Houdini

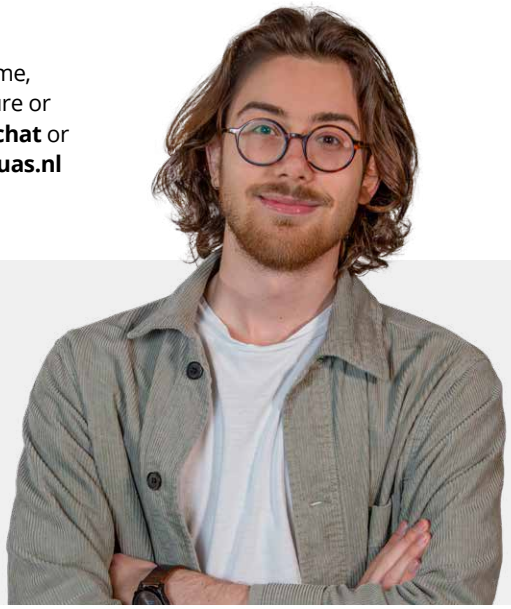
EPIC GAMES

UBISOFT

GUERRILLA

Questions?

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



Better suited to the industry's challenges

"I want to improve my own theoretical background while also contributing to the research in the field I am passionate about. Remarkably, the soft skills I developed feel far more valuable than the research I conducted. But in the end, I feel confident in saying that this programme has made me better suited to the industry's challenges and a future leadership position!"

Jef
Master's student

CREATING MEANINGFUL EXPERIENCES

Breda University OF APPLIED SCIENCES