

When applying to MSc in Games, Design Track, it is an advantage if you have one of the following bachelor's degrees:

- Global Business Informatics (ITU), *legal right to be admitted*
- Digital Media and Design (ITU), *legal right to be admitted*
- Informationsvidenskab, it og interaktionsdesign (SDU)
- Art & Technology (Oplevelsesteknologi) (AAU)
- Interaktionsdesign (AAU)
- Informationsvidenskab (AAU)
- Digital design - it, æstetik og interaktion (AU)
- Game og Production Design (KADK)
- DESIGN 180, BA in Computer Science (Skövde, SE)
- Kandidatprogram i speldesign och projektledning (Uppsala, SE)
- Kandidatprogram i speldesign (Uppsala, SE)
- Computation Arts BFA (Concordia, CA)
- B.A. in Interactive Entertainment (USC Los Angeles, US)
- B.S. in Computer Science: Computer Game Design (UCSC Santa Cruz, US)
- Integrated Digital Media BS (New York NYU, US)
- Game Design BFA (New York NYU, US)

When applying to MSc in Games, Design Track, it is an advantage if you have followed courses that corresponds to the following courses:

- User-centred design (minimum 15 ECTS)
- Game design (minimum 15 ECTS)
- Interaction design (minimum 15 ECTS)
- Creative media studies (minimum 15 ECTS)
- At least one practical design project, game-related research project or games project (minimum 15 ECTS)

Please note that these are not exclusive lists. The lists might change, so we advise you to check them continuously.