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**Study and examination regulation for the Master's programme Interactive Media
[Interactive Media M.Sc.] (SPO-MSc-IM-THB-2025) in the Department of Computer
Science and Media from 09.09.2025**

On the basis of

- §§ 5 (1) sentence 2, 20 (2), 23 (2), 81 (2) number 1 of the Brandenburg Higher Education Act of 9 April 2024 (GVBl. I/24, [No. 12]), amended by Article 2 of the Act of 21 June 2024 (GVBl. I/24, [No. 30], p. 32), in conjunction with Section 11 (1) No. 1 of the Basic Regulations of Brandenburg University of Applied Sciences (GrO) in the version published on 18 November 2021 (Official Announcements of Brandenburg University of Applied Sciences page 4659) and the provisions of the Framework Regulations for study and examination regulations of Brandenburg University of Applied Sciences (RO-THB) in the version of the announcement from 12 January 2023 (Official Communications of Brandenburg University of Applied Sciences page 4880),
- Regulation on the Design of Examination Regulations to Ensure the Equivalence of Studies, Examinations and Degrees (Higher Education Examination Regulation - HSPV) of 4 March 2015 (GVBl. II/15, [No. 12]), last amended by the Act of 9 April 2024 (GVBl. I/24 [No. 12]) and
- Regulation on the Regulation of Study Accreditation (Study Accreditation Regulation - StudAkkV) of 28 October 2019 (GVBl. II/19, [No. 90])

the Department Council for Computer Science and Media, by resolution dated 09.09.2025, hereby issues the following study and examination regulation for the Master's programme Interactive Media (SPO-MSc-IM-THB-2025) as statute:¹

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¹ The statute was approved by letter from the President dated 18 September 2025.

§ 1 Scope

- (1) This regulation governs the aim, content, structure, admission requirements, and temporal sequence of the Master's programme Interactive Media in the Department of Computer Science and Media.
- (2) The Master's programme Interactive Media is a consecutive programme for the Bachelor's programmes Computer Science, Applied Computer Science, Media Informatics and Medical Informatics in the Department of Computer Science and Media.

§ 2 Aim of the programme

- (1) The degree programme is application-oriented.
- (2) The Master's examination is the university examination according to § 22 (1) BbgHG.
- (3) The degree programme is positioned at the intersection of computer science, media production, creativity and business and is characterised by its direct involvement in computer science. The degree programme leads from strategic conception to technical implementation and evaluation based on substantial design and computer science knowledge. Interdisciplinary modules with the Master's programme Computer Science and other departments as well as international collaborations are an integral part of the programme.
- (4) The degree programme provides knowledge in research and teaching in an interdisciplinary, international context, particularly with regard to the influence of technical innovations and their interactions in the overall societal process. The focus is on the following subject areas: interaction design for two- and three-dimensional spaces, human-computer interaction, generative design, game design and development, computation design, time-based media, artificial intelligence, computer graphics, sensor technology, data visualisation and natural language interaction. Within the framework of three projects, students have the opportunity to deepen their specialist knowledge and can independently apply methodological, analytical and communicative competencies and present solutions. They have the ability to work scientifically, make critical judgements, act responsibly, and communicate and cooperate. They have a high level of intercultural competence and are aware of gender and diversity issues. Graduates have a flexible, interdisciplinary mindset that enables them to act confidently as innovators.
- (5) The Master's programme Interactive Media opens up a wide range of career prospects in the creative industries and media professions, for example in media and creative agencies, the film and games industry. Another career option is to start an own business. In addition, graduates are qualified to pursue doctoral studies in the field of Computer Science.

§ 3 Languages of instruction

The language of instruction is English.

§ 4 Academic degree

Upon successful completion of the Master's examination, the university awards the academic degree "Master of Science" (abbreviated M.Sc.) in accordance with § 29 (1) BbgHG.

§ 5 Special admission requirements

- (1) The admission requirement for the Master's programme is a first professionally qualifying university degree in which at least 180 credit points have been achieved and which contains a focus on either media informatics, media design or media technology. Typically, these are degree programmes such as Media Informatics, Computer Science with the study profile Interactive Media, Interaction Design, Interface Design or comparable degree programmes. Degree programmes that include computer science qualifications and media-related qualifications

totalling 60 credit points are recognised as comparable. Of these, at least 20 credit points must be in computer science qualifications and at least 20 credit points in media-related qualifications.

- (2) Applicants must demonstrate substantial analytical, conceptual and technical media skills. Proof of this must be provided in the form of a project portfolio of no more than ten pages.
- (3) The examination board decides on admission.
- (4) Furthermore, the examination board may grant admission subject to the acquisition of necessary competencies by completing modules from the Bachelor's programme in Applied Computer Science. The total number of credit points to be earned in the modules to be made up may not exceed 15 credit points. These modules to be made up cannot be credited to the Master's programme and must be completed by the end of the second semester.
- (5) For admission to the degree programme, English language skills must be demonstrated at least at level B2 of the Common European Framework of Reference for Languages. Details of the language proficiency assessment procedure are regulated by the Department Council for Computer Science and Media by resolution.

§ 6 Structure, scope and duration of the degree programme, standard study plans

- (1) The programme has a modular structure. Modules are thematically and temporally bounded and self-contained study units that lead to a partial qualification related to the respective study objective.
- (2) To deepen the interdisciplinary competencies of the students, modules may be offered by external universities as partners. These courses may also take place at other universities.
- (3) The programme comprises the study semesters and examinations, including the Master thesis and the colloquium. The scope of the programme corresponds to 120 credit points (CP), including the Master thesis.
- (4) The degree programme is designed so that students can complete the Master's examination after the standard period of study of four semesters or after the standard period of study of six semesters on a part-time basis, including the completion of the Master thesis in each case.
- (5) The distribution of the scope among the individual modules is based on the respective standard study plan. The standard study plans are structured in such a way that the programme can be completed within the respective standard period of study. The standard study plans can be found in the appendix to this regulation.
- (6) The third semester in the full-time format is suitable as a mobility window for study periods at other universities, in the part-time format it is the fifth semester.

§ 7 Modules

- (1) Modules may consist of several courses of different teaching and learning formats (e.g. lectures, seminars, exercises, projects, internships, excursions, work placements, individual self-study). They usually last one semester, but no longer than two semesters. The workload associated with a module also extends to the periods without lectures.
- (2) The programme consists of compulsory and core elective modules.
 1. Students must enrol in and successfully complete compulsory modules.
 2. Students must select, enrol in and successfully complete a certain number of core elective modules from a selection of modules.
- (3) The module handbook specifies module catalogues and module descriptions. The module handbook with the module descriptions forms the foundation for the implementation of the modules. The module handbook is drawn up by the dean in consultation with the colleagues of the respective subject, approved by the department council and published on the examination office's website. The date of validity of the module handbook is published in the university's Official Announcements.

- (4) Module descriptions specify the following in a binding manner
 1. the content,
 2. the qualification objectives (intended learning outcomes),
 3. the teaching and learning formats,
 4. the credit points,
 5. the average study time required,
 6. the participation requirements,
 7. the examination requirements,
 8. the examination form and modalities.
- (5) The core elective modules are listed in the M-IM-W module catalogue in the module handbook in accordance with paragraph (3). A registration list is kept for core elective modules. Students must register on the registration list within a registration period specified and appropriately published by the department. Once registered, a core elective module is considered a compulsory module.
- (6) Compulsory modules and core elective modules should generally be taken in the order specified in the study plan, as modules may build on knowledge acquired in previous modules.

§ 8 Assessments

- (1) The Master's examination is taken alongside the studies. The examination subjects and assessments (PL) are listed in the appendices (examination tables).
- (2) In consultation with the examiners, assessments are generally completed in the language of the corresponding courses.

§ 9 Master thesis with colloquium

- (1) The Master thesis is a final thesis with colloquium worth 27 credit points. A Master seminar accompanies the Master thesis. The completion time for the Master thesis is 6 months. In individual cases, an extension may be granted upon justified request to the examination board.
- (2) The Master thesis serves as a coherent examination of a comprehensive topic and the resulting solution to a theoretical, practical or experimental problem. The Master thesis should demonstrate that the candidate is capable of independently addressing a question within a specified time frame using scientific and, where appropriate, artistic and creative methods.
- (3) The topic, task and scope of the Master thesis must be limited by the supervisor in such a way that the work can be completed in accordance with the effort outlined in (1).
- (4) The topic of the Master thesis can only be obtained by those who have successfully completed all examinations with the exception of the Master seminar.
- (5) The Master thesis must be written in English. With the approval of the examination board, another language is also permitted. If the Master thesis is written in a foreign language other than English or German, a summary in English must be submitted.
- (6) After successfully completing the Master thesis, the candidate explains his or her work in a colloquium. In consultation with the examiners, the colloquium can be held in either German or English.
- (7) The colloquium on the Master thesis can only take place if there are no outstanding assessments.
- (8) The first examiner of a Master thesis in accordance with § 11 (4) RO-THB should be a professor at the university.

§ 10 Overall grade for the Master's examination

- (1) The overall grade for the Master's examination is calculated from the average of the weighted module grades (see the examination table in the appendix for weights) and the grade for the Master thesis with colloquium (paragraph 2). The calculated value of the module examination grades is weighted at 0.7 and the grade for the Master thesis with colloquium is weighted at 0.3.
- (2) For the assessment of the Master thesis, the grade for the written thesis is weighted at 0.75 and the grade for the colloquium at 0.25.

§ 11 Entry into force, transitional provisions, expiry

- (1) These regulations enters into force with the approval of the President on the day after their publication in the Official Announcements and applies to students enrolled from the winter semester 2025/2026 onwards.
- (2) The study and examination regulation for the Master's programme Digital Media dated 28 November 2017 (Official Announcements of the THB, p. 3981) shall cease to be effective on 31 August 2030.
- (3) Students who are studying on the basis of older study and examination regulations will be transferred to the present regulation upon request.

Brandenburg an der Havel, 24.09.2025

signed Prof. Dr Andreas Wilms
President

Appendices

- Appendix 1 Examination table Interactive Media, M.Sc. (winter enrolment, full-time)
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Appendix 1 Examination table Interactive Media, M.Sc. (winter enrolment, full-time)

Total work load in semester hours per week (SWS)	CP	Examination area Modules	SWS in semester				graded PL	ungraded PL	Weighting of module grade
			1.	2.	3.	4.			
12		Research/Project study							
	4.5	Project 1	3				X		7
	1.5	Advanced project management	1					X	
	4.5	Project 2		3			X		7
	1.5	Scientific research, writing and presenting		1				X	
	4.5	Project 3			3		X		7
	1.5	Entrepreneurship			1			X	
16		Practice of Interactive Media							
	6	Creative technologies	4				X		7
	6	Immersive media		4			X		7
	6	Mobile user experience		4			X		7
	6	Interface design			4		X		7
12		Theory of Interactive Media							
	6	Media theories	4				X		7

	6	Media research		4			X		7
	6	Media communication			4		X		7
20		Core elective modules (from catalogue M-IM-WP)							
	6	Core elective module	4				X		6
	6	Core elective module	4				X		6
	6	Core elective module		4			X		6
	6	Core elective module			4		X		6
	6	Core elective module			4		X		6
2									
	3	Master seminar				2		X	
	27	Master thesis				0	X		
Total:	120								

Appendix 2 Examination table Interactive Media, M.Sc. (summer enrolment, full-time)

Total work load in semester hours per week (SWS)	CP	Examination area Modules	SWS in semester				graded PL	ungraded PL	Weighting of module grade
			1.	2.	3.	4.			
12		Research/Project study							
	4.5	Project 2	3				X		7
	1.5	Scientific research, writing and presenting	1					X	
	1.5	Entrepreneurship		1				X	
	1.5	Advanced project management		1				X	
	4.5	Project 3			3		X		7
	4.5	Project 1			3		X		7
16		Practice of Interactive Media							
	6	Immersive media	4				X		7
	6	Creative technologies		4			X		7
	6	Interface design		4			X		7
	6	Mobile user experience			4		X		7
12		Theory of Interactive Media							
	6	Media research	4				X		7

	6	Media theories		4			X		7
	6	Media communication		4			X		7
20		Core elective modules (from catalogue M-IM-WP)							
	6	Core elective module	4				X		6
	6	Core elective module	4				X		6
	6	Core elective module		4			X		6
	6	Core elective module			4		X		6
	6	Core elective module			4		X		6
2									
	3	Master seminar				2		X	
	27	Master thesis				0	X		
Total:	120								

Appendix 3 Examination table Interactive Media, M.Sc. (winter enrolment, part-time)

Total work load in semester hours per week (SWS)	CP	Examination area Modules	SWS in semester						graded PL	ungraded PL	Weighting of module grade
			1.	2.	3.	4.	5.	6.			
16		Practice of Interactive Media									
	6	Creative technologies	4						X		7
	6	Immersive media		4					X		7
	6	Mobile user experience		4					X		7
	6	Interface design					4		X		7
12		Theory of Interactive Media									
	6	Media theories	4						X		7
	6	Media research		4					X		7
	6	Media communication			4				X		7
20		Core elective modules (from catalogue M-IM-WP)									
	6	Core elective module	4						X		6
	6	Core elective module			4				X		6
	6	Core elective module				4			X		6
	6	Core elective module				4			X		6
	6	Core elective module					4		X		6
12		Research/Project study									

	4.5	Project 1				3				X		7
	1.5	Advanced project management				1					X	
	4.5	Project 2					3			X		7
	1.5	Scientific research, writing and presenting					1				X	
	4.5	Project 3						3		X		7
	1.5	Entrepreneurship						1			X	0
2												
	27	Master thesis							0	X		
	3	Master seminar							2		X	
Total:		120										

Appendix 4 Examination table Interactive Media, M.Sc. (summer enrolment, part-time)

Total work load in semester hours per week (SWS)	CP	Examination area Modules	SWS in semester						graded PL	graded PL	Weighting of module grade
			1.	2.	3.	4.	5.	6.			
12		Research/Project study									
	4.5	Project 2	3						X		7
	1.5	Scientific research, writing and presenting	1							X	
	4.5	Project 1				3			X		7
	1.5	Entrepreneurship				1				X	
	1.5	Advanced project management				1				X	
	4.5	Project 3					3		X		7
16		Practice of Interactive Media									
	6	Immersive media	4						X		7
	6	Creative technologies		4					X		7
	6	Mobile user experience			4				X		7
	6	Interface design					4		X		7
12		Theory of Interactive Media									

	6	Media research	4						X		7
	6	Media theories		4					X		7
	6	Media communication				4			X		7
20		Core elective modules (from catalogue M-IM-WP)									
	6	Core elective module		4					X		6
	6	Core elective module			4				X		6
	6	Core elective module			4				X		6
	6	Core elective module				4			X		6
	6	Core elective module					4		X		6
2											
	27	Master thesis						0	X		
	3	Master seminar						2		X	
Total:	120										

Appendix 5 Standard study plan Interactive Media, M.Sc. (winter enrolment, full-time)

Examination area	Modules	semester hours per week in															
		1st sem.				2nd sem.				3rd sem.				4th sem.			
		V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L
Research/Project study	Project 1				3												
	Advanced project management		1														
	Project 2								3								
	Scientific research, writing and presenting						1										
	Project 3												3				
	Entrepreneurship										1						
Practice of Interactive Media	Creative technologies	2	1	1													
	Immersive media					2	1	1									
	Mobile user experience					2	1	1									
	Interface design									2	1	1					
Theory of Interactive Media	Media theories	2	1	1													
	Media research					2	1	1									
	Media communication									2	1	1					
Core elective modules (from catalogue M-IM-WP)	Core elective module	2	1	1													
	Core elective module	2	1	1													
	Core elective module					2	1	1									
	Core elective module									2	1	1					
	Core elective module									2	1	1					
	Master seminar														2		
	Master thesis														X		

Appendix 6 Standard study plan Interactive Media, M.Sc. (summer enrolment, full-time)

Examination area	Modules	semester hours per week in															
		1st sem.				2nd sem.				3rd sem.				4th sem.			
		V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L
Research/Project study	Project 2				3												
	Scientific research, writing and presenting	1															
	Entrepreneurship					1											
	Advanced project management					1											
	Project 3												3				
	Project 1												3				
Practice of Interactive Media	Immersive media	2	1	1													
	Creative technologies					2	1	1									
	Interface design					2	1	1									
	Mobile user experience									2	1	1					
Theory of Interactive Media	Media research	2	1	1													
	Media theories					2	1	1									
	Media communication					2	1	1									
Core elective modules (from catalogue M-IM-WP)	Core elective module	2	1	1													
	Core elective module	2	1	1													
	Core elective module					2	1	1									
	Core elective module									2	1	1					
	Core elective module									2	1	1					
	Master seminar														2		
	Master thesis														X		

Appendix 7 Standard study plan Interactive Media, M.Sc. (winter enrolment, part-time)

Examination area	Modules	semester hours per week in																							
		1st sem.				2nd sem.				3rd sem.				4th sem.				5th sem.				6th sem.			
		V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L
Practice of Interactive Media	Creative technologies	2	1	1																					
	Immersive media					2	1	1																	
	Mobile user experience					2	1	1																	
	Interface design																	2	1	1					
Theory of Interactive Media	Media theories	2	1	1																					
	Media research					2	1	1																	
	Media communication									2	1	1													
Core elective modules (from catalogue M-IM-WP)	Core elective module	2	1	1																					
	Core elective module									2	1	1													
	Core elective module													2	1	1									
	Core elective module													2	1	1									
	Core elective module																	2	1	1					
Research/Project study	Project 1												3												
	Advanced project management									1															
	Project 2																3								
	Scientific research, writing and presenting													1											
	Project 3																				3				
	Entrepreneurship																	1							
	Master thesis																					X			
	Master seminar																					2			

Appendix 8 Standard study plan Interactive Media, M.Sc. (summer enrolment, part-time)

Examination area	Modules	semester hours per week in																							
		1st sem.				2nd sem.				3rd sem.				4th sem.				5th sem.				6th sem.			
		V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L	V	S	Ü	L
Research/Project study	Project 2				3																				
	Scientific research, writing and presenting		1																						
	Project 1															3									
	Entrepreneurship													1											
	Advanced project management													1											
	Project 3																			3					
Practice of Interactive Media	Immersive media	2	1	1																					
	Creative technologies					2	1	1																	
	Mobile user experience									2	1	1													
	Interface design																	2	1	1					
Theory of Interactive Media	Media research	2	1	1																					
	Media theories					2	1	1																	
	Media communication													2	1	1									
Core elective modules (from catalogue M-IM-WP)	Core elective module					2	1	1																	
	Core elective module									2	1	1													
	Core elective module									2	1	1													
	Core elective module													2	1	1									
	Core elective module																	2	1	1					
	Master thesis																						X		
	Master seminar																						2		

Appendix 9 Module overview with German and English module names

German	English
Creative Technologies	Creative technologies
Immersive Medien	Immersive media
Mobile User Experience	Mobile user experience
Interface-Design	Interface design
Medientheorie	Media theories
Medienforschung	Media research
Medienkommunikation	Media communication
Wahlpflicht	Core elective module
Projekt 1	Project 1
Fortgeschrittenes Projektmanagement	Advanced project management
Projekt 2	Project 2
Wissenschaftliches Arbeiten: Recherchieren, Schreiben, Präsentieren	Scientific research, writing and presenting
Projekt 3	Project 3
Entrepreneurship	Entrepreneurship
Masterarbeit	Master thesis
Masterseminar	Master seminar

(Note: The modules are defined in the module handbook in accordance with § 7 (3).)

Appendix 10 [English version only] List of German Abbreviations

PL: Prüfungsleistung – assessment

SWS: Semesterwochenstunden – semester hours per week

V: Vorlesung – lecture

S: Seminar – seminar

Ü: Übung – exercise

L: Laborpraktikum – practical lab course

Non-authoritative English translation