

1. TITLE OF THE CERTIFICATE <sup>(1)</sup>

**Reife- und Diplomprüfungszeugnis der Höheren Lehranstalt für Medien  
Ausbildungsschwerpunkt Gamedesign**

<sup>(1)</sup> in original language

2. TRANSLATED TITLE OF THE CERTIFICATE <sup>(1)</sup>

**School Leaving and Diploma Certificate of the  
Higher Federal Technical College of Media, Subject Area: Game Design**

<sup>(1)</sup> This translation has no legal status.

## 3. PROFILE OF SKILLS AND COMPETENCES

Graduates of the Higher Technical College of Media in the Subject Area Game Design are to carry out creative activities in the fields of media technology, media production in particular game design, game programming and visual design independently.

They can plan and implement projects independently through the acquisition of profound technical, organisational, economic and legal competences and communicate about technical and economic matters orally and in writing in the English language.

The graduates have skills and competences in the following fields:

- Development and implementation of game concepts and multimedia projects
- Theoretical and practical fundamentals of the digital creation 2D and 3D graphics and interactive multimedia products
- Knowledge and use of game engines, design of games and real time 3D applications
- Theory and practice of design, media design, game psychology, as well as the basics of dissemination and conceptualisation via the media
- Cultural philosophy, art and design history, analysis and interpretation.

The graduates also have skills and competences in the following technical fields:

- Applied informatics/computer science
- Software in animation design
- General design, technically correct creation/production of screen-based media, image capturing and media technology.

In addition, the graduates have personal and social competences in the following areas:

- Interdisciplinary work and activities in management, problem- and conflict-solving skills, capacity for teamwork, creativity, entrepreneurial thinking and acting, customer-orientation.

4. RANGE OF OCCUPATIONS ACCESSIBLE TO THE HOLDER OF THE CERTIFICATE <sup>(1)</sup>**Range of professional occupations:**

Screen designer, media designer, animation designer, game designer, game developer, 3D artist, specialist in the field of Public Relations for the private and public sectors, as well as in the fields of research and development, self-employed or freelance expert in game design, leading of projects and managing of employees.

**Pursuit of regulated professions on a self-employed basis** (see [www.gewerbeordnung.at](http://www.gewerbeordnung.at)).

<sup>(1)</sup> if applicable

**(\*) Explanatory note**

This document is designed to provide additional information about the specified certificate and does not have any legal status in itself. The format of the description is based on the following texts: Council Resolution 93/C 49/01 of 3 December 1992 on the transparency of qualifications, Council Resolution 96/C 224/04 of 15 July 1996 on the transparency of vocational training certificates, and Recommendation 2001/614/EC of the European Parliament and of the Council of 10 July 2001 on mobility within the Community for students, persons undergoing training, volunteers, teachers and trainers. More information on transparency is available at: <http://europass.cedefop.eu.int/> or <http://www.europass.at>

## 5. OFFICIAL BASIS OF THE CERTIFICATE

<p><b>Name and status of the body awarding the certificate</b> Educational institution recognized by the State of Austria, for address see certificate</p>	<p><b>Name and status of the national/regional authority providing accreditation/recognition of the certificate</b> Federal Ministry of Education, Science and Research</p>
<p><b>Level of the certificate (national or international)</b> EQF/NQF 5 ISCED 55</p>	<p><b>Grading scale / Pass requirements</b> 1 = excellent (excellent performance) 2 = good (good performance throughout) 3 = satisfactory (balanced performance) 4 = sufficient (performance meeting minimum pass levels) 5 = not sufficient (performance not meeting minimum pass levels)</p> <p>In addition, the overall performance at the final exam is rated as follows: Pass with distinction, Good pass, Pass, Fail</p>
<p><b>Access to next level of education/training</b> In accordance with the School Organisation Act (Schulorganisationsgesetz), Federal Law Gazette no. 242/1962 as amended, this certificate entitles holders to attend a university, a post-secondary VET course (Kolleg), and a post-secondary VET college (Akademie); in accordance with the Act on Fachhochschule Study Programmes (Bundesgesetz über Fachhochschul-Studiengänge), Federal Law Gazette no. 340/1993 as amended, to attend a Fachhochschule study programme; and in accordance with the 2005 Higher Education Act (Hochschulgesetz), Federal Law Gazette I no. 30/2006 as amended, to attend a university college of teacher education (Pädagogische Hochschule).</p>	<p><b>International agreements</b></p> <ul style="list-style-type: none"> <li>▪ European Convention on the Equivalence of Diplomas leading to Admission to Universities, Federal Law Gazette no. 44/1957</li> <li>▪ Convention on the Recognition of Qualifications concerning Higher Education in the European Region, Chapter IV, Federal Law Gazette III no. 71/1999</li> <li>▪ Training completed with this certificate is a regulated education and training programme in accordance with Article 11, point (c) (ii) of Directive 2005/36/EC on the recognition of professional qualifications, as last amended by Directive 2013/55/EU. The level of training corresponds to point (c) of Article 11 of the Directive.</li> </ul>
<p><b>Legal basis</b> National curriculum, Federal Law Gazette II no. 262/2015 current version Examination specification BMHS (concerning the final exams in vocational schools and colleges), Federal Law Gazette II no. 177/2012 current version</p>	

## 6. OFFICIALLY RECOGNISED WAYS OF ACQUIRING THE CERTIFICATE

1. Training and education as defined by the National Curriculum for Secondary College of Media, Subject Area: Game Design
2. External certification as defined in Federal Law Gazette II no. 362/1979 current version

**Additional information**

**Entry requirements:** successful completion of school year 8; artistic aptitude examination; if necessary entrance examination

**Duration of Education:** 5 years

**Duration of compulsory work placement:** totally 8 weeks

**Educational objectives:** Intensive five-year initial training programme in occupation-related practice and occupation-related theory, as well as in general education subjects, technical-scientific and business-related subjects. Independent use of thinking methods as well as attitudes towards work and decision-making which qualify graduates to immediately exercise professions at executive level in the engineering, arts and crafts sector in industry and trade as well as to take up higher studies. Use of personal and social competences in the way they are required for modern forms of work and communication – including in multicultural teams. Modern frames of mind and attitudes to work such as a cosmopolitan approach, creativity and innovation capacity.

**Subjects include:** see List of Subjects in the Reifeprüfung-Certificate and VET-Diploma

**More information** (including a description of the national qualification system) is available at: <http://www.certificate.at> or at <http://www.edusystem.at> or at <https://www.bmbwf.gv.at>

**National Reference Point:** [info@zeugnisinfo.at](mailto:info@zeugnisinfo.at)

**National Europass Center:** [info@europass-info.at](mailto:info@europass-info.at)