

## **Bachelor programmes that meet the admission requirements to MSc in Games, Technology Track:**

- Software Development (ITU), *legal right to be admitted*
- Softwareteknologi (DTU)
- Informatik (AAU)
- Datalogi (KU, RUC, SDU, AAU, AU)
- Informationsteknologi (AAU)
- Software (AAU)
- It (AU)
- Bachelor i spilteknologi og simulering (Hedmark, NO)
- Spelutveckling (Malmö Högskola, SE)
- PROGRAMMING 180, BA in Computer Science (Skövde, SE)
- Kandidatprogram i speldesign och programmering (Uppsala, SE)
- Högskoleingenjör Datorspelsutveckling (Luleå Tekniska Universitet, SE)
- Spelprogrammering (Blekinge Tekniska Högskola, SE)
- Kandidatprogram i datorspelsutveckling (if you have studied 'Programmering i C och C++' in the third semester), (Stockholms Universitet, SE)
- B.S. in Computer Science (Games), (USC Los Angeles, US)
- B.S. in Computer Science: Computer Game Design (UCSC Santa Cruz, US)

*Please note that this is not an exclusive list. The list might change, so we advise you to check it continuously.*