MSc in Metaverse (Conventional)

TABLE 2: COURSE DISTRIBUTION PER SEMESTER

A/A	Course type	Course title	Course code	Periods per week	Period duration	Number of weeks/ Semester	Total periods/ Semester	Number of ECTS
Semester A								
1.	Compulsory	NFTs and the Metaverse	META511	3	50'	13	39	10
2.	Compulsory	Metaverse Technologies and Applications	META512	3	50'	13	39	10
3.	Compulsory	Open Web Architecture and Digital Assets	META513	3	50'	13	39	10
Semester B								
1.	Compulsory	Extended Reality	META514	3	50'	13	39	10
2.	Compulsory	Virtual World Architectures	META515	3	50'	13	39	10
3.	Compulsory	Social, Legal and Ethical Issues in the Metaverse	META516	3	50'	13	39	10

A/A	Course type	Course title	Course code	Periods per week	Period duration	Number of weeks/ Semester	Total periods/ Semester	Number of ECTS
Semester C								
1.	Elective	Metaverse Entrepreneurship	META521	3	50'	13	39	10
2.	Elective	Metaverse Token Economics	META528	3	50'	13	39	10
3.	Elective	Emerging Topics in the Metaverse	META523	3	50'	13	39	10
4.	Elective	Virtual Economies in the Metaverse	META524	3	50'	13	39	10
5.	Elective	Data Science for the Metaverse	META525	3	50'	13	39	10
6.	Elective	Virtual and Augmented Reality Development	META526	3	50'	13	39	10
7.	Elective	User Experience and Interactive Design	META527	3	50'	13	39	10
8.	Elective	Smart Contract Programming for Metaverse Applications	META522	3	50'	13	39	10
9.	Elective	Metaverse Game Development	META529	3	50'	13	39	10
10.	Elective	Thesis	META551	N/A	N/A	13	N/A	30
11.	Elective	Placement/Internship	META552	N/A	N/A	13	N/A	30

NOTES:

1. Thematic area Metaverse Management: Students have the opportunity to earn 30 ECTS credits by completing courses such as: Metaverse Entrepreneurship, Metaverse Token Economics, Emerging topics in the Metaverse, Virtual Economies in the Metaverse Data Science for the Metaverse, Thesis, and Placement/Internship

2. Thematic area Metaverse Development: Students can earn 30 ECTS credits by completing courses such as: Virtual and Augmented Reality Development, User Experience and Interactive Design, Smart Contract Programming for Metaverse Applications, Metaverse Game Development, Thesis, and Placement/Internship