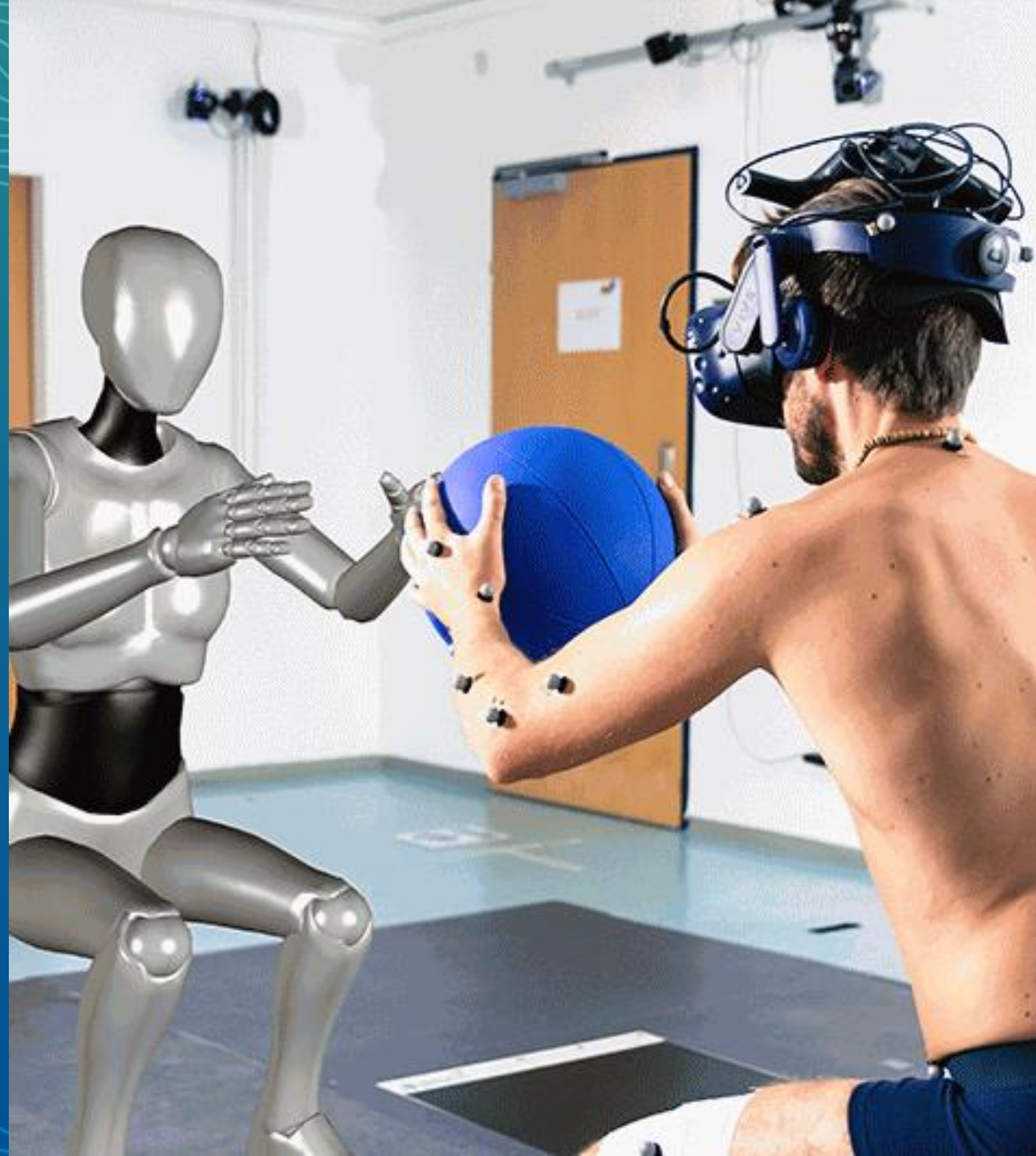
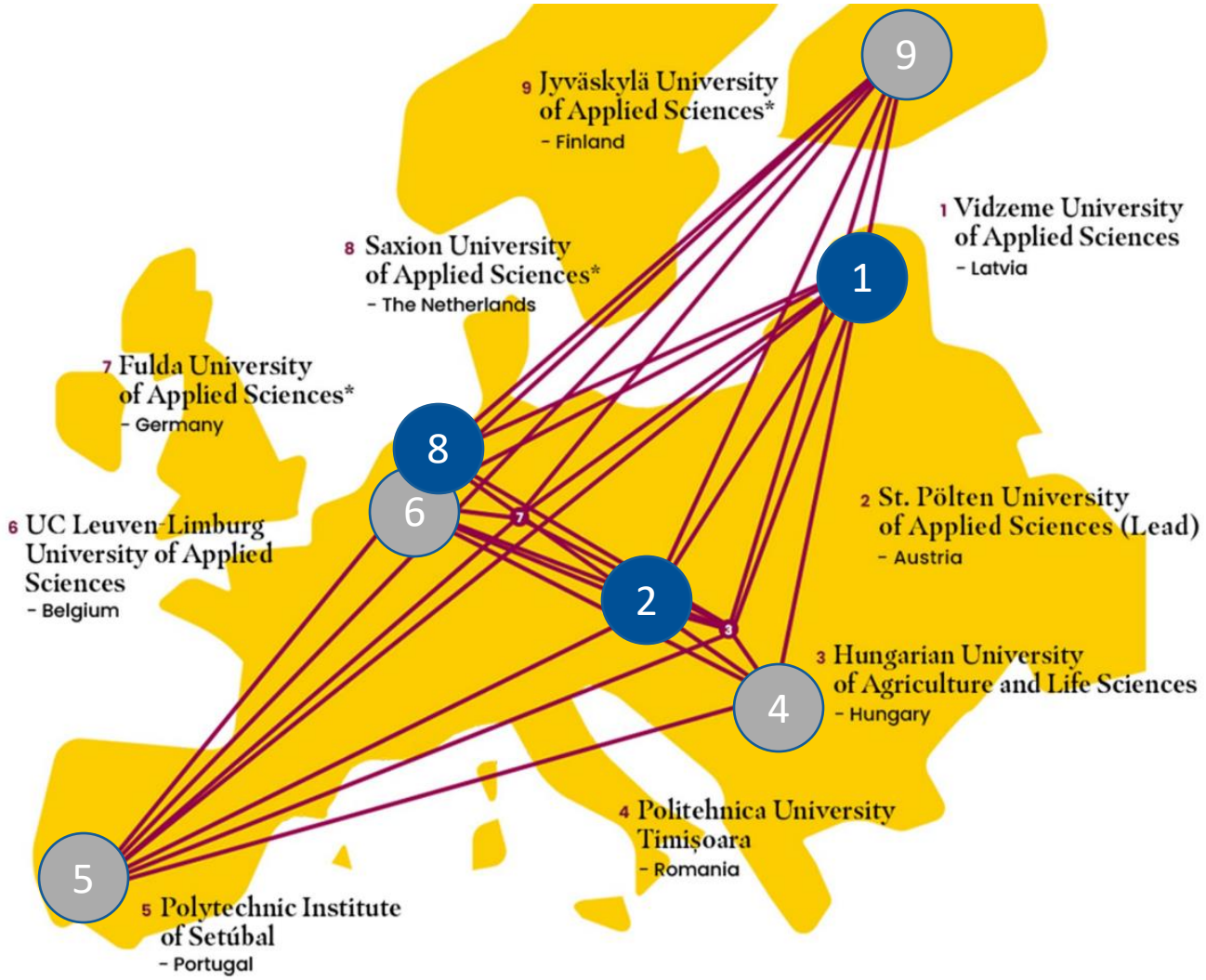
E³UDRES²
Joint Master
GRACE

Master in Applied XR



E³UDRES²
Engaged and Entrepreneurial European University as
Driver for European Smart and Sustainable Regions

European University Alliance E³UDRES²



WE ARE E³UDRES²
EUROPEAN UNIVERSITY

GRACE

Who we are?

University of Applied Sciences St. Pölten

SAXION UNIVERSITY OF APPLIED SCIENCES

VIDZEMES AUGSTSKOLA

MICHAEL
Iber

michael.iber@ustp.at

DANIELA
De Angeli

daniela.de-angeli@ustp.at

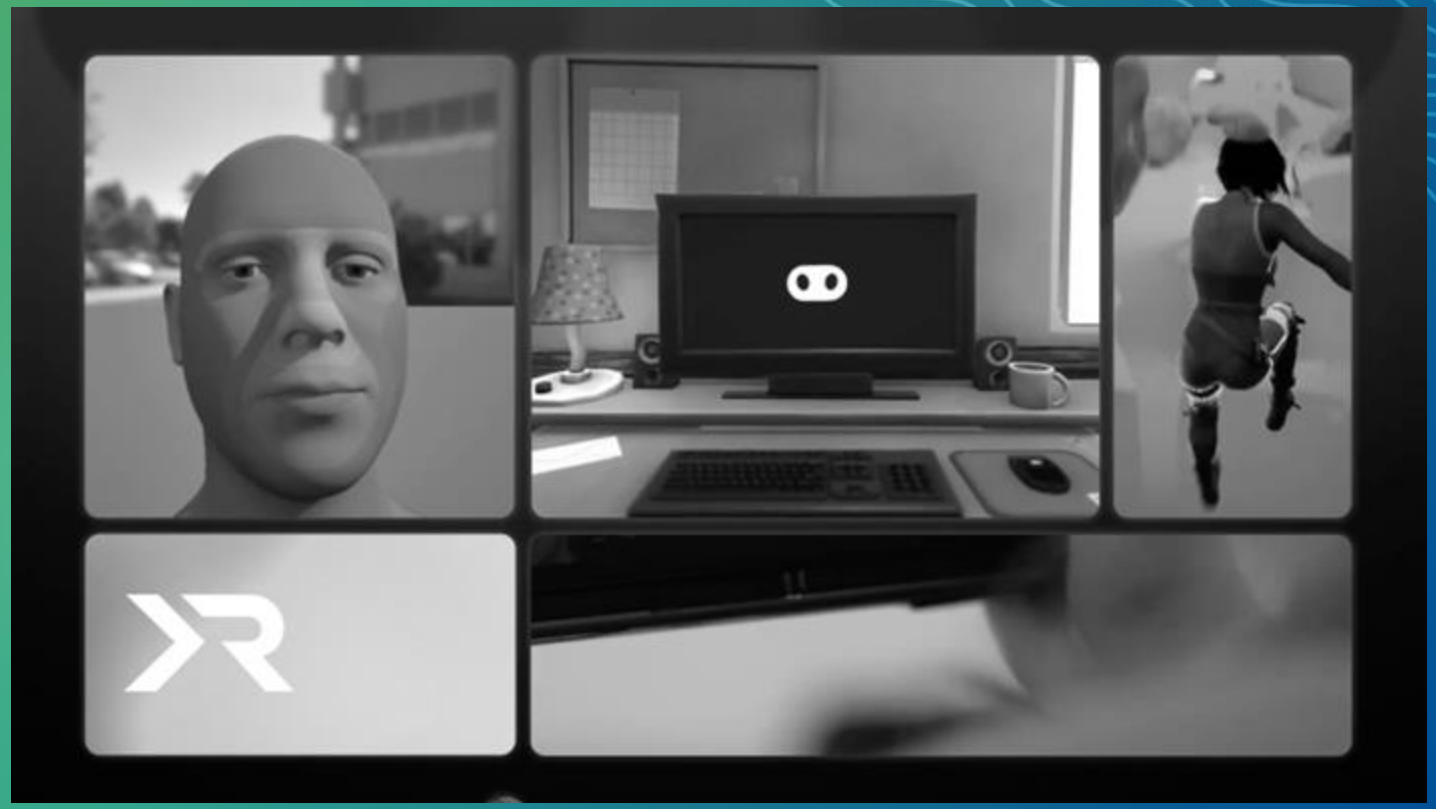
TIM
Roosen

t.p.roosen@saxion.nl

EDMUNDS
Jansons

edmunds.jansons@va.lv

Gamified Reality Applications for Real-world Challenges and Experiences (GRACE)



University of Applied Sciences St. Pölten

SAXION UNIVERSITY OF APPLIED SCIENCES

VIDZEMES AUGSTSKOLA

Key Industry Applications

Healthcare

Innovations in patient therapy and medical training.

Education

Interactive and engaging learning experiences.

Industrial Training

Simulations for safety, efficiency, and process surveillance.

These industries face a significant and increasing demand for skilled XR professionals to lead innovation.

GRACE

Key Facts

Academic Degree
Master of Science*

Organisational Form
Full-time

Duration of Studies
4 semesters, 120 ECTS

Language
English

Study in 3 countries
AT – NL – LV

Only one visa
(non-EU students)

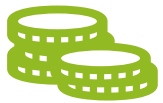
Study Places/Year
25

Take off
September 2026

** GRACE is accredited under the **European Approach for Quality Assurance of Joint Programmes** awarding a **Joint Degree issued by three European universities**.*

GRACE

Tution Fees and Scholarships



Tuition
€727/year (EU)
€3,000/year (non-EU)

Erasmus+ mobility support
Up to €10,000 available
per student

The GRACE programme is jointly accredited under the **European Approach for Quality Assurance of Joint Programmes and awarded as a **joint degree across three European universities**.*

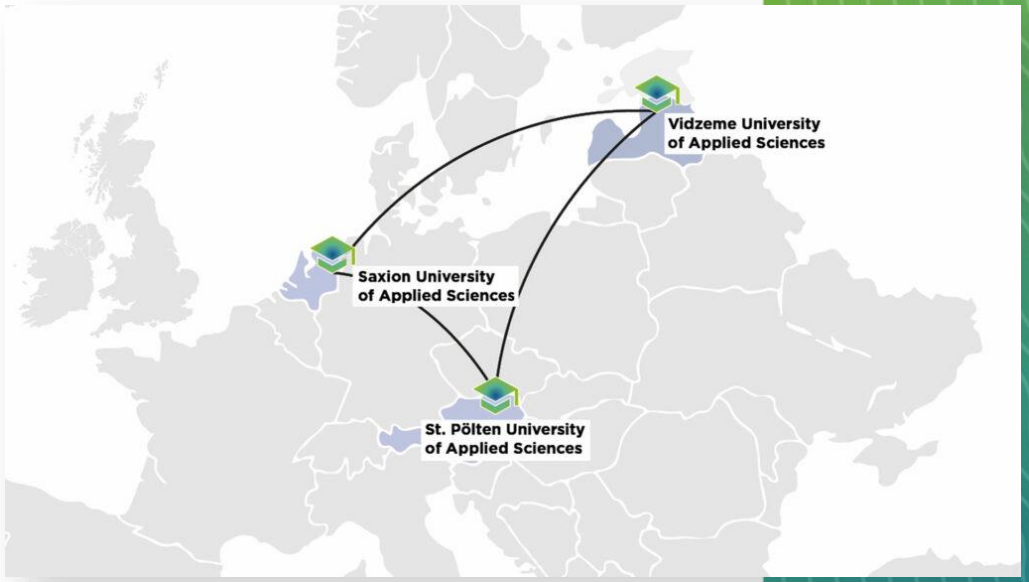
GRACE

Why GRACE Stands Out

Integrated Mobility Concept

GRACE is a joint study program offered by St. Pölten, Saxion, and Vidzeme Universities of Applied Sciences.

Students will study in three European countries, benefiting from the individual expertise each of our universities has to offer.



St. Pölten
Austria

Saxion
The Netherlands

Vidzeme
Latvia

GRACE

Why GRACE Stands Out

Path to Reality: An innovative dashboard that guides and tracks students' professional growth using the **European Entrepreneurial Competence Framework.**

Industry Collaboration: Hands-on engagement with industry partners through mentorship and collaboration, guiding students from initial concepts to high-fidelity, market-ready prototypes.

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Learning by Doing: Real Industry Challenges

- Each student has an industry mentor
- Work on real projects with real companies
- Build prototypes, test them, improve them
- Examples: healthcare training, smart industry, XR education

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Preparing for Your Future Career

- Portfolio of real XR projects
- Work-ready mindset
- Global network of peers and mentors
- Career opportunities in Europe and beyond

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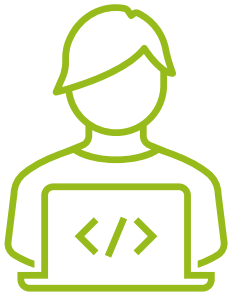
Application procedure

Candidate Profile



Bachelor’s degree in Computer Science or related IT field

Computer Science, Information Technology, Creative Computing, Creative Media and Game Technologies, Game Development, Game Design, Multimedia Technology, AR/VR/XR Development & Design

Driven by XR, Gamification and Global Ambition

You show strong interest in XR and Gamification, with a desire to apply these technologies innovatively across various industries world-wide.

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How to apply

Stage 1
Early Application Check

This is your first step. You apply through the STPUAS website. At this stage, we ask for basic documents to get a first impression and advise you on your suitability for the programme.

Stage 2
Full Application Review

This stage begins once we've advised you to continue after Stage 1. Now we ask for more detailed materials to evaluate your readiness and match with the programme.

Stage 3
Interview (if needed)

Interviews are only scheduled if we believe a conversation could help us better understand your profile and potential.

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Stage 1 - Early Application Check

What you need to upload:

- Passport (scan)
- Curriculum Vitae (CV)
- Letter of motivation (describe your background, ambitions, and fit with GRACE)
- Latest transcript of records (in English)
- Final diploma or current study certificate (no apostille or diplomatic authentication required at this point)
- Application deposit (if applicable)

What happens next:

- We will review your profile and documents.
- You will receive personalised feedback: Whether you appear suitable, conditionally suitable, or unlikely a fit.
- You will be invited to proceed to Stage 2 if appropriate.

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Stage 2 - Full Application Review

What you need to upload:

- Photograph (passport-style)
- Proof of English proficiency (see minimum requirements)
- Portfolio (show your relevant skills)
- Certified transcript of records
- Final diploma with apostille/diplomatic authentication (if applicable)
- Personal video introduction (short video introducing yourself and your motivation)
- 1 or 2 letters of recommendation (one academic, one professional – optional but recommended)

What happens next:

- Your application is reviewed by the GRACE Selection Board.
- If all is in order, you may receive a study offer directly.
- If additional clarification is needed, you may be invited for an interview (see Stage 3).

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Stage 3 - Interview (if needed)

We only schedule interviews if your documents raise questions or if we wish to discuss your background further.

- Format: 15–20 minute video interview
- Focus: Motivation, relevant skills, readiness for an international mobility-based Master

What happens next:

- You receive a final decision: Admission offer or rejection.
- If admitted, you will receive a study agreement, followed by support for visa, housing, and enrolment.

Key dates to remember

- Application date: February 1, 2026
- On-site registration: 28 August 2026
- Programme start: 31 August 2026

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Curriculum & Courses

Key Teaching Subjects

Design & Innovation: Focusing on the creation of XR applications using user-centred design principles.

Didactics & Gamification: Applying game design principles to non-gaming contexts to enhance learning experiences.

XR Development & Implementation: Equipping students with the skills to develop and evaluate XR technologies for diverse applications.

Evaluation & Dissemination: Teaching students to assess the effectiveness of their projects and to communicate their findings to a broader audience.

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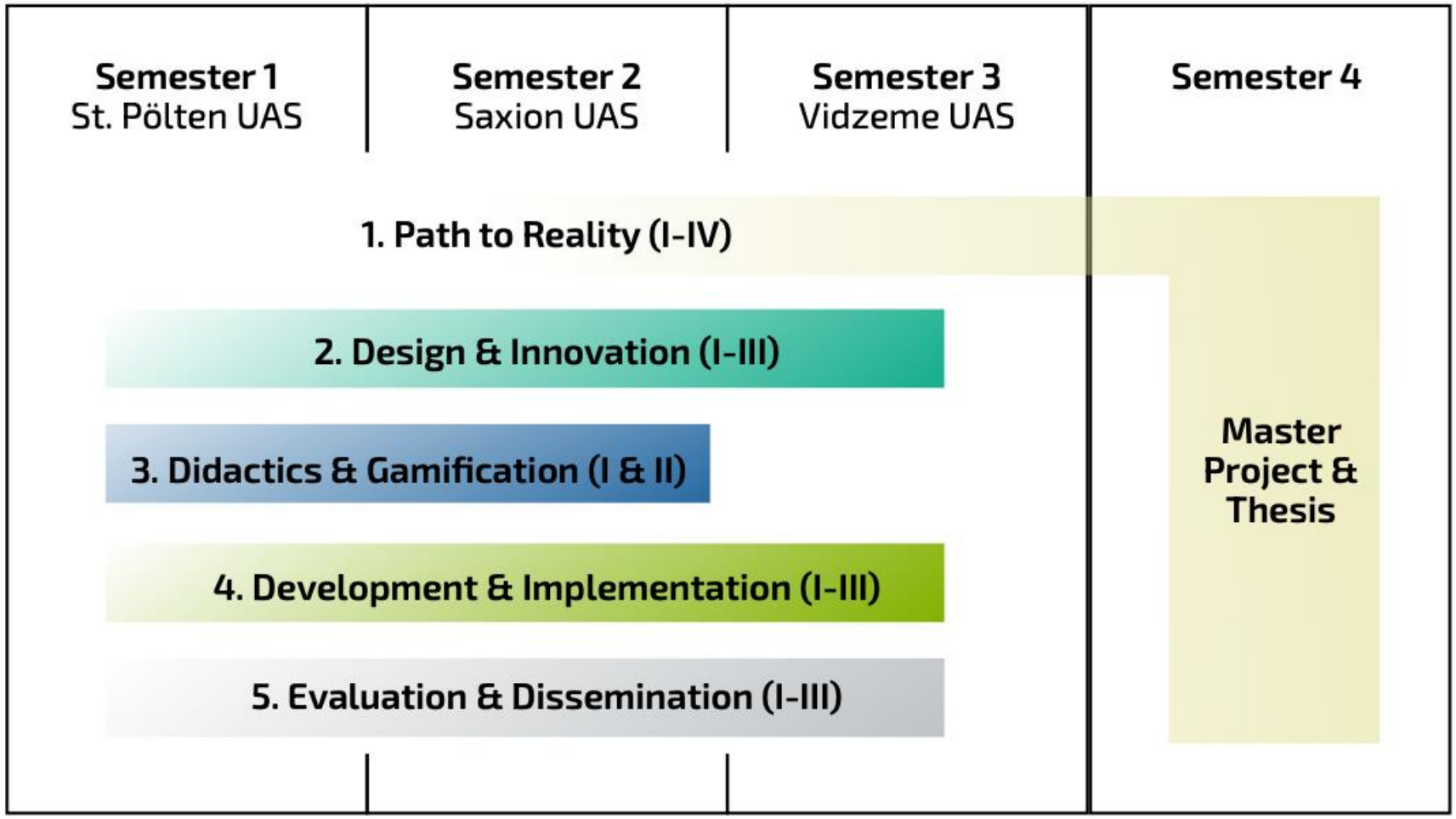
Curriculum



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Courses

1st semester St. Pölten UAS	ECTS
Path to Reality	
Exposé	5
Design & Innovation	
Innovation & Creative Problem-Solving	2
Agile Software Life Cycle Management	1
Applied Artificial Intelligence	2
Didactics & Gamification	
Bootcamp	2
Media-Based Instructional Design	3
Development & Implementation	
Object-Oriented Programming	2
Augmented & Virtual Reality in Health, Industry and Education-Related Contexts	5
Audio for Extended Realities	3
Evaluation & Dissemination	
Scientific Writing, Presentation & Dissemination	2
Selected Legal Topics for Developers & Designers	1
Usability & Experience Evaluation	2

2nd semester Saxion UAS	ECTS
Path to Reality	
Low-Fi Prototype	5
Design & Innovation	
Design & Implementation of XR Learning Experiences	5
Didactics & Gamification	
Fundamentals of XR and Learning Theories	5
Principles of Gamification Design	2,5
Business Strategy for Gamification Solutions	2,5
Development & Implementation	
Prototype Development Elective courses: Unfam. Territory, Technical Prototyping, Multimodal Interaction	5
Evaluation & Dissemination	
Research Design	5

3rd semester Vidzeme UAS	ECTS
Path to Reality	
High-Fi Prototype	6
Design & Innovation	
Hackathon	3
Development & Implementation	
XR Hardware and Physical Structure	3
Mobile and Web-Based XR Solutions	6
Advanced 3D Modelling within Interactive Environments	6
Geometry Processing & Visualisation	3
Evaluation & Dissemination	
Scientific Publications and Knowledge Transfer	3

4th semester	ECTS
Project Implementation & Evaluation	28
Final Examination	2

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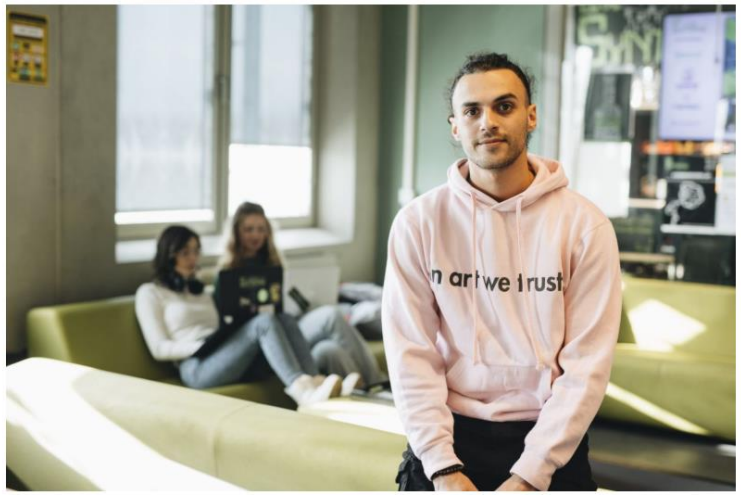
Career prospects

What you can become

Applied Innovation & Industry Roles



- XR Simulation Engineer (e.g. healthcare, smart industry)
- Digital Innovation Consultant
- Training & Development Specialist (using XR tools)
- R&D Specialist in Interactive Tech

Academic & Research Careers

- Applied Researcher in Human-Centred Tech or EdTech
- PhD candidate in XR, Gamification, or Learning Science
- Research Associate in European Innovation Projects
- Curriculum Designer for Digital/Immersive Education

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What you can become

XR / Immersive Tech Specialists

- XR Developer (AR/VR/MR)
- Interaction Designer (Immersive Environments)
- Spatial UX/UI Designer
- XR Product Owner / Project Manager

Gamification & Learning Innovators

- Gamification Designer
- Serious Game Developer
- Learning Experience (LX) Designer
- Educational Technologist (XR-enhanced)

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Student Life

Tuition Fees

- **EU students: €363.36 per semester + €25.20 (ÖH fee) + €20 (Campus Card fee)**
- **Non-EU students: €1,500 per semester + €25.20 (ÖH fee) + €20 (Campus Card fee)**
- Additional living costs apply based on the country of study.

Housing

- Housing is arranged through the International Offices in Austria, the Netherlands, and Latvia.
- Rooms are offered at fair student prices and are located close to campus.

Average costs

Austria (St. Pölten)	Netherlands (Enschede)	Latvia (Valmiera)
€250–€500/month for dorms within walking distance of campus.	€500–€700/month depending on size and location	€200–€250/month for shared dormitory rooms.

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Food & Groceries

Cooking at home is the cheapest option, but eating out or relying on canteens can add to your costs. Below you'll find typical monthly budgets for students.

Average costs

Austria (St. Pölten)	Netherlands (Enschede)	Latvia (Valmiera)
€200–€250/month (supermarkets, affordable canteen meals).	€250–€300/month (slightly higher prices, cooking at home is cheapest).	€150–€200/month (local groceries and canteens are very affordable).

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Transport

Since GRACE housing is close to campus, daily commuting costs are low. The prices below reflect leisure and country-wide travel.

Average costs

Austria (St. Pölten)	Netherlands (Enschede)	Latvia (Valmiera)
Student discounts, €30–€50/month for local/regional travel.	Cycling is cheapest, monthly bus/train costs €40–€80 with student card.	€15–€30/Month for local buses, student discounts available.

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Other Expenses

Besides food and transport, students should also plan for study materials, mobile phone costs, and leisure activities. These vary depending on lifestyle and choices.

- Study materials, SIM cards, leisure, and sports: €50–€100/month depending on lifestyle.
- Going out: Austria & Netherlands around €20–€30 for a dinner, Latvia €10–€15.

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Why students choose GRACE

- A unique international experience across 3 countries
- Hands-on learning with real XR projects
- Access to housing, labs, and strong support
- Affordable tuition and cost of living
- Build a future-proof career in immersive tech

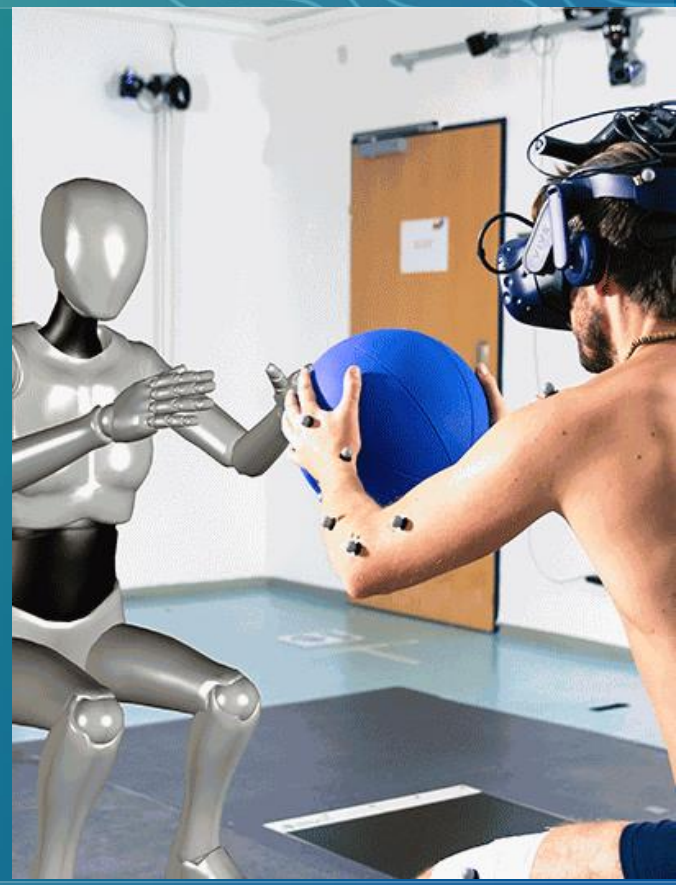
GRACE

Master in Applied XR:

Gamified Reality Applications for Real-world Experiences and Challenges

E³UDRES² Joint Master GRACE

- Joint Master's Degree Programme (MSc) awarded by 3 European universities
  2 years, 120 ECTS
- Focus: Extended Reality (XR), gamification, UX design and real-world applications
- Ideal for graduates in Computer Science, Creative Tech, Game Development
- Students live and study in 3 countries – Austria –Netherlands – Latvia
- Up to €10,000 Erasmus+ mobility support available per student
- Real-world challenges focusing on Health, Education, Industry applications
  (25+ industry mentors)
- Only 25 places available – early application strongly recommended
- Application deadline: February 1, 2026
  (for start in Autumn 2026)
- Tuition: €727/year (EU) – €3,000/year (non-EU)
- One visa covers all three countries for non-EU students



Offered jointly by

University of Applied Sciences St. Pölten

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VIDZEMES AUGSTSKOLA

Join our LinkedIn group

GRACE.EUDRES.EU

Questions? Contact us directly!

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MICHAEL Iber

michael.iber@ustp.at

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TIM Roosen

t.p.roosen@saxion.nl

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