JOINT MASTER | FULL-TIME | 4 SEMESTERS | ENGLISH

Master in Applied XR:

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

USTP - University of Applied Sciences St. Pölten (Austria)
Saxion University of Applied Sciences (The Netherlands)
Vidzeme University of Applied Sciences (Latvia)

Study at award-winning universities

grace.eudres.eu

E³UDRES² Joint Master GRACE

Apply Your Skills in Real-world XR Projects

Do you have a Bachelor's Degree in a field related to computer science or media technology? Are you eager to explore how Extended Reality (XR) and gamification can shape emerging industries and benefit society? This Joint Master's degree programme features real-world projects guided by an international network of mentors, empowering you to turn innovation into impact.

Your Studies

Gamified Reality Applications for Real-world Challenges and Experiences is an innovative Joint Master's Programme led by a consortium of partners belonging to the European University Alliance E³UDRES² designed to master the art and science of Extended Reality (XR) and gamification for enhanced learning experiences. This interdisciplinary programme focuses on developing advanced XR tools that revolutionise professional education, training, and skill development across healthcare, education, and industry sectors.

Semester Breakdown

- 1st Semester (at UAS St. Pölten in Austria): Focused on the fundamentals of XR and gamification, you will begin with a basic bootcamp and move on to concept development and preliminary design work, thus setting the stage for your journey.
- 2nd Semester (at Saxion UAS in the Netherlands): Dive into specialised courses in game design principles and educational methodologies to transform traditional content into engaging, interactive experiences.
- 3rd Semester (at Vidzeme UAS in Latvia): Adopting a more technical focus, you will develop high-fidelity prototypes, engage in user testing, and begin to understand the business side of bringing an XR product to market.
- 4th Semester (one of the three locations): This is the stage where you will refine your product for implementation. It involves polishing, evaluating, and the writing of a thesis that will demonstrate your entrepreneurial and scientific skills to potential employers.

Your Benefits

Apply your skills in real-world XR projects
Learn to integrate gamification to address challenges in healthcare, education, and industry, working directly with mentors and professionals.

Study in 3 countries – Austria, the Netherlands, and Latvia
Gain international experience and build your European network across three dynamic learning environments.

Low tuition fees, high support, excellent quality
Tuition fees are only €727 per year for EU citizens and €3,000 per year for non-EU citizens. Receive up to €10,000 in Erasmus+ funding and support for housing at each study location.

Academic Degree
Master of Science (MSc) -
Joint Master's Degree

Duration of Studies
4 semesters | 120 ECTS

Tuition Fees[1]
€ 363.36 per semester
+ Students' Union fee

Application & Admission
grace.eudres.eu/admission

Study Places/Year
25

Organisational Form
full-time
English

[1] for students from third countries: € 1,500 performance-based tuition fee waivers are available
Students' Union fee: € 25,20; Campus Card fee: € 20

What Makes Your Studies Unique

The unique **Path to Reality** will equip you with design-thinking and entrepreneurial competencies, enabling you to bring your ideas to life, from inception to a market-ready prototype. Our tailored mentorship programme offers a chance to work closely with professionals, gaining invaluable insights and experience in your field of study.

Career Prospects at a Glance

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)

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

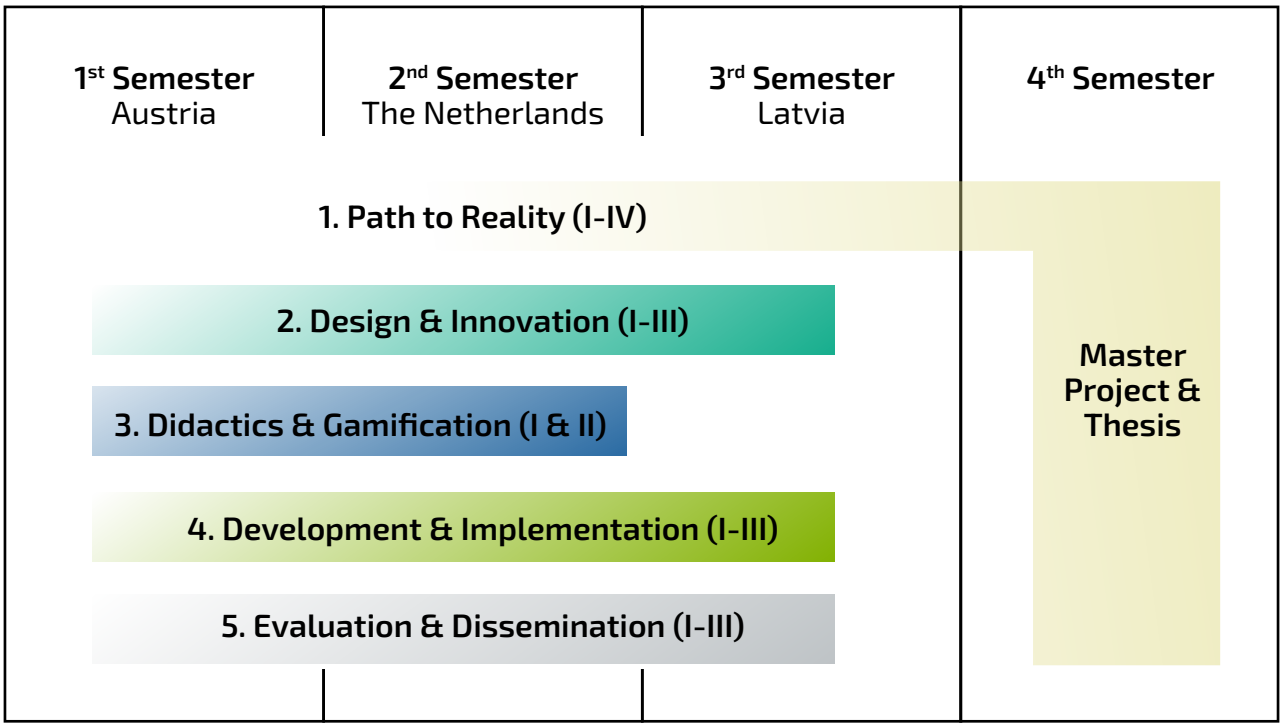
Academic & Research Careers
Applied Researcher in Human-Centred Tech or EdTech
PhD candidate in XR, Gamification, or Learning Science
Research Associate in European Innovation Projects
Curriculum Designer for Digital/Immersive Education

Core Learning Outcomes

Design & Innovation: You will start with basic XR principles and user-centred design, before moving on to advanced application crafting.
Didactics & Gamification: Learn to apply and extend game design strategies to create impactful educational and training experiences.

XR Development & Implementation: Deepen your programming prowess as you develop sophisticated XR applications and bring them to life.
Evaluation & Dissemination: Fine-tune your ability to critically assess and effectively communicate the significance of your XR projects to various audiences.

Overview



Curriculum

120 ECTS

1st Semester UAS St. Pölten	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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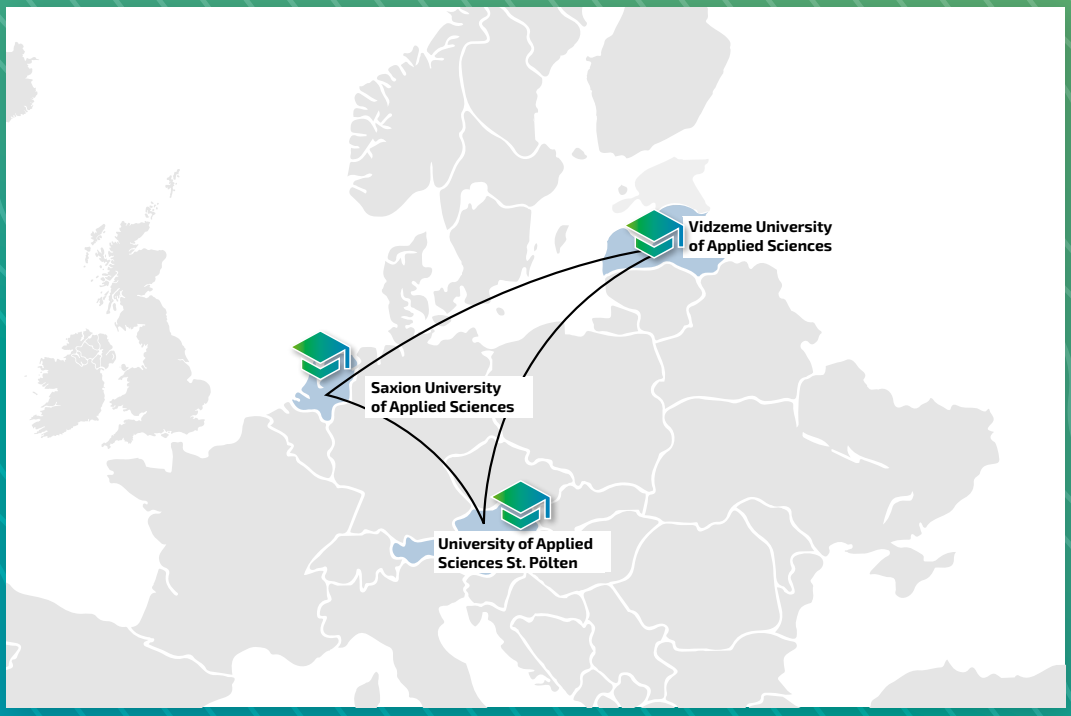

SAXION UNIVERSITY OF APPLIED SCIENCES

University of Applied Sciences St. Pölten

VIDZEME UNIVERSITY OF APPLIED SCIENCES

Admission Requirements

Applicants must hold a Bachelor of Science or a Bachelor of Engineering degree or an equivalent university diploma in Computer Science, Information Technology, Creative Computing, Creative Media and Game Technologies, Game Development, Game Design, Digital Games, Multimedia Technology, Real-Time Interactive Simulation, Extended Reality (XR), Expanded Reality, AR/VR/XR Development & Design, XR Design.
A minimum of TOEFL 550, IELTS 6.0, or similar English language qualification is required for EU and non-EU students.

Information & Contact

Campus und Study Center (CSC) | T: +43 2742 313 228-333 | E: grace@eudres.eu | I: grace.eudres.eu

Diversity at the Campus St. Pölten

Everybody is welcome: Inclusion, gender equality, and diversity are important to us. Our campus provides barrier-free access. Please contact us well in advance so that we can take your needs into account.

in linkedin.com/showcase/jointmaster-grace discord.com/invite/fnwyyQCHxw

10/2025

Satisfaction Awards 2025 WINNER QUALITY OF STUDENT LIFE studyportals

University of Applied Sciences St. Pölten is the winner of the Global Student Satisfaction Award 2025 – Quality of Student Life.

HR EXCELLENCE IN RESEARCH

Vidzeme University of Applied Sciences has been granted the prestigious "HR Excellence in Research" award by the European Commission.

internationalisation award

3rd place, Internationalisation Award by OeAD, category: "Measures for Internationalisation of the Curriculum – Internationalisation of Study and Teaching"