

Program description

Bachelor in Computer Arts

Specialization in 3D-graphics, Animation,
Visual Effects and Game Design

Full-time

On-campus

180 ECTS credits

Valid from 2025

*The study programme was accredited by Kristiania Education Committee
18.09.2024 (SU-case no. 18/24)
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1. Introduction

Bachelor in Computer Arts is a dynamic, interdisciplinary program blending artistic creativity with cutting-edge digital technology. Taught in English, it is designed for students passionate about animation, game design, 3D graphics, and visual effects, aiming to shape the future of digital art.

The program trains professionals in both artistic principles and technical skills, covering a broad range of techniques and platforms, from film and TV visual effects to video games and virtual reality. Students receive comprehensive training in digital content creation and select from four specializations after the first semester:

- 3D Graphics
- Animation
- Game Design
- Visual Effects

The curriculum balances shared foundational knowledge with specialization, fostering interdisciplinary collaboration. Students engage in hands-on, production-focused learning in small, closely monitored groups.

Westerdals Institute of Film and Media provides state-of-the-art facilities, including a greenscreen room, motion capture studio, and production labs, creating a platform for innovative work. Faculty members are active in both teaching and research, offering students opportunities to engage in interdisciplinary projects.

Graduates will leave with a professional showreel, ready for careers in digital arts. Continuing education at the master's level is also an option, in Norway or abroad.

About the specializations:

1.1. Specialization in 3D Graphics

3D graphics involves creating computer-generated imagery with a three-dimensional appearance, used in games, films, animations, and product or architectural visualizations. It spans from abstract to photorealistic art, where models are shaped and textured using 3D software.

Students specializing in 3D graphics develop both technical skills and artistic understanding, essential for the industry. Project work in interdisciplinary teams fosters teamwork and communication skills.

The program offers solid training in industry-standard software, preparing students to create character and environment designs or architectural visualizations. Graduates can work as 3D artists in fields like games, films, visual effects, and media production.

1.2. Specialization in Animation

Animation brings characters—whether human, animal, or fantasy—to life, giving them personality and emotion. Skilled animators must not only observe movement but also understand the intent behind it, crafting characters that convey their story effectively.

Students learn acting, script development, composition, and film techniques to create visual narratives. In addition to mastering classic animation principles, they study force, silhouette, weight, and timing to make movements believable, using 3D software and industry-standard tools.

The program combines technical skills with artistic storytelling through project-based work and collaboration. Graduates are prepared for careers as animators in game and film production, including live-action and 3D animation.

1.3. Specialization in Game Design

Game design involves creating gaming experiences by developing mechanics, levels, challenges, and stories. Game designers generate and communicate ideas, using design tools and software to test and refine them. The role blends technical and artistic skills to create engaging games.

Successful game designers are creative, curious, and understand diverse audiences. This program takes a practical, industry-focused approach, guiding students through progressively complex game projects. Students gain experience in all aspects of game production and explore various roles.

The specialization stays connected to the industry through up-to-date materials, industry-standard software, and guest speakers. Close ties with Scandinavian game studios provide internship opportunities. Graduates are qualified for roles in the gaming industry or can pursue careers in technology, design, and media.

1.4. Specialization in Visual Effects (VFX)

VFX are used in film, TV, and advertising to create realistic environments that are either impossible or difficult to film. This often involves integrating live-action footage with digital elements.

The Visual Effects specialization focuses on compositing, where various elements—such as filmed footage, digital assets, and greenscreen shots—are blended into a seamless image. Compositors play a key role in finalizing films, and strong skills in art and film are crucial.

Students learn VFX techniques through realistic productions using industry-standard software. They also gain a deep understanding of post-production, from script to final image, with opportunities for internships at Scandinavian VFX studios.

Graduates can pursue careers as composers or take on other roles in the VFX industry.

2. Prerequisites

2.1. Formal Prerequisites

The admission requirement for this program is one of the following:

- General university admissions certification
- Partial qualifications under the 23/5 rule
- Documented relevant professional experience

Applications based on documented professional experience will be assessed individually. Applicants must demonstrate that they have the qualifications necessary to successfully complete the program.

Applicants with a non-Nordic background will be required to provide proof of English language proficiency at a satisfactory level.

For more information about admissions, please refer to the Regulations on Admission to Higher Education and the Regulations on Admission, Studies, Degrees, and Examinations at Kristiania University College.

3. Learning Outcome

The overall learning outcomes describe what students are expected to know, be able to do, and be capable of achieving upon completion of the program. The expected learning outcomes are categorized into knowledge, skills, and general competence. Each course will have specific learning outcomes that contribute to the overall learning outcomes of the program.

Knowledge

The candidate...

- has broad knowledge of key software, methodologies, and issues in VFX, 3D graphics, game design, and animation productions.
- has knowledge of a variety of visual artistic expressions, styles, concepts, and techniques within Computer Arts.
- has broad knowledge of their chosen specialization, including different roles and their place in productions.
- has knowledge of roles, specializations, and synergies between fields within Computer Arts and in productions.
- is familiar with fundamental research and development work within Computer Arts.
- is familiar with the development of production methods and relevant software within their specialization.
- can update their knowledge on software development and is familiar with the leading players in their field.
- has knowledge of the history, key works, and milestones of the Computer Arts field.
- has knowledge of audiovisual storytelling and other media forms, and how these can be explored through an investigative perspective.

Skills

The candidate...

- can apply and make informed choices of techniques used in 3D graphics, animation, game design, or visual effects.
- can reflect upon their own development and make creative decisions based on artistic principles of the field.

- can reflect upon their technical and artistic choices in VFX, 3D, game, or animation productions and adjust their professional practice based on feedback and guidance.
- can find, evaluate, and refer to technical information regarding software use, theoretical content, and sources relevant to production issues and problem-solving within their specialization.
- can plan and execute productions from concept to final product, considering storytelling, technical execution, and artistic performance within their specialization and in collaboration with others in Computer Arts.
- masters relevant industry-standard software in 3D graphics, animation, game design, or visual effects.
- can present themselves and their work professionally.

General competence

The candidate...

- has insight into ethical issues within Computer Arts, such as the rules for using research, artistic material, and general copyright considerations.
- can work within the frameworks of a professional production pipeline.
- can visualize and communicate their ideas effectively.
- can communicate theories, issues, technical and artistic solutions verbally, in writing, and through other means to relevant stakeholders and in group/team settings.
- can collaborate interdisciplinarily and exchange views on projects with a focus on exploring new possibilities, artistic intentions, and new audiovisual formats across disciplines.
- is familiar with environments, cultures, and focus areas within emerging and expanded fields that can utilize processes and artistic expressions from Computer Arts, with a focus on sustainability, diversity, and inclusion.

4. The Structure of the Programme

Bachelor in Computer Arts is a three-year program totalling 180 ECTS credits, of which 172.5 ECTS credits are covered by compulsory courses, and 7.5 ECTS credits are covered by elective courses. The program offers four specializations:

- 3D Graphics
- Animation
- Game Design
- Visual Effects

Students start with common courses and then select their specialization before the beginning of the second semester.

During the first semester, all students participate in a common introductory course that covers fundamental knowledge necessary for all four specializations. This course provides experience in various subject areas, allowing students to make an informed choice about their specialization by the end of the semester.

The program includes courses totalling 30 ECTS credits that are shared with other programs at the institution, 112.5 ECTS credits specific to the Computer Arts program, and a bachelor's thesis worth 30 ECTS credits.

The study program is conducted over six semesters and is structured as follows:

Colour coding:

Mandatory common program subjects	Mandatory field of study subjects	Mandatory common subjects	Elective Subjects
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Bachelor in Computer Arts General			
1. semester	Intro to Computer Arts 22,5 ECTS		IMPACT – Introduction to film and media studies 7,5 ECTS
2. semester	Field of study 1 7,5 ECTS	Field of study 2 7,5 ECTS	Field of study 3 15 ECTS
3. semester	Field of study 4 7,5 ECTS	Field of study 5 7,5 ECTS	Computer Arts Production 1 15 ECTS
4. semester	Elective 7,5 ECTS	Media Arts Innovation Lab 22,5 ECTS	

	Alternative: Exchange student 30 ECTS	
5. semester	Field of study 6 7,5 ECTS	Computer Arts Production 2 22,5 ECTS
6. semester	Bachelor Production 30 ECTS	

Table 1. General Structure of Subjects in the 1st-3rd Year of Study

Each specialization has its own course matrix:

Bachelor in Computer Arts 3D-graphics			
1. semester	Intro to Computer Arts 22,5 ECTS		IMPACT – Introduction to film and media studies 7,5 ECTS
2. semester	3D-graphics 1 7,5 ECTS	3D-graphics 2 7,5 ECTS	Characters and environments 15 ECTS
3. semester	Realtime 3D Graphics 7,5 ECTS	Architectural Visualization Theory and Practice 7,5 ECTS	Computer Arts Production 1 15 ECTS
4. semester	Elective 7,5 ECTS	Media Arts Innovation Lab 22,5 ECTS	
	Alternative: Exchange student 30 ECTS		
5. semester	Realtime 3D Graphics 2 7,5 ECTS	Computer Arts Production 2 22,5 ECTS	
6. semester	Bachelor Production 30 ECTS		

Table 2. Course matrix for specialization 3D-graphics

Bachelor in Computer Arts Animation			
1. semester	Intro to Computer Arts 22,5 ECTS		IMPACT – Introduction to film and media studies 7,5 ECTS
2. semester	Animation 1 7,5 ECTS	Shot design 7,5 ECTS	Animation 2 15 ECTS
3. semester	Acting for animators 7,5 s ECTS	Animation 3 7,5 ECTS	Computer Arts Production 1 15 ECTS
4. semester	Elective 7,5 ECTS	Media Arts Innovation Lab 22,5 ECTS	
	Alternative: Exchange student 30 ECTS		

5. semester	Animation 4 7,5 ECTS	Computer Arts Production 2 22,5 ECTS
6. semester	Bachelor Production 30 ECTS	

Table 3. Course matrix for specialization Animation

Bachelor in Computer Arts Game Design			
1. semester	Intro to Computer Arts 22,5 ECTS		IMPACT – Introduction to film and media studies 7,5 ECTS
2. semester	Game Design 1 7,5 ECTS	System Design 1 7,5 ECTS	Game Design 2 15 ECTS
3. semester	Narrative and Level Design 7,5 ECTS	Prototyping 7,5 ECTS	Computer Arts Production 1 15 ECTS
4. semester	Elective 7,5 ECTS	Media Arts Innovation Lab 22,5 ECTS	
	Alternative: Exchange student 30 ECTS		
5. semester	System Design 2 7,5 ECTS	Computer Arts Production 2 22,5 ECTS	
6. semester	Bachelor Production 30 ECTS		

Table 4. Course matrix for specialization Game Design

Bachelor in Computer Arts Visual Effects			
1. semester	Intro to Computer Arts 22,5 ECTS		IMPACT – Introduction to film and media studies 7,5 ECTS
2. semester	Compositing 1 7,5 ECTS	Shot design 7,5 ECTS	Compositing 2 15 ECTS
3. semester	Cinematography 7,5 ECTS	3D for VFX 7,5 ECTS	Computer Arts Production 1 15 ECTS
4. semester	Elective 7,5 ECTS	Media Arts Innovation Lab 22,5 ECTS	
	Alternative: Exchange student 30 ECTS		
5. semester	Compositing 3 7,5 ECTS	Computer Arts Production 2 22,5 ECTS	
6. semester	Bachelor Production 30 ECTS		

Table 4. Course matrix for specialization *Visual Effects*

4.1. The content of the study programme

Below is a more detailed overview of the various courses included in each year of the program. For additional information about each course, please refer to the course descriptions.

Colour coding:

Specialization	Colour
Common/All	
3D-graphics	
Animation	
Game design	
Visual effects	

4.1.1 1st Academic Year

Subject	Credits	Description
Intro to Computer Arts	22,5	The course is an introduction to Computer Arts and provides experience with the four specializations offered by the program, allowing students to choose their specialization after the semester. Students will also receive a thorough introduction to visual composition and color usage, as well as the history of Computer Arts, with a focus on 3D graphics, animation, game design, and Visual Effects.
IMPACT – Introduction to film and media studies	7,5	Common Course at the Institute: This course provides an introduction to film and media studies and learning methods/working methods in audiovisual storytelling. The course aims to develop students' understanding of aesthetics, audiovisual narrative, and the interdisciplinary collaboration that underpins the audiovisual fields. It also offers an introduction to artistic development work and the critical reflection involved in any creative process.
3D-graphics 1	7,5	3D Graphics Specialization: An introductory course in working with 3D graphics, serving as a foundation for the rest of the program. In 3D graphics work, students create scenes for still images, animation, or games/real-time applications. The course provides students with fundamental skills in modelling, texturing, and material use.
3D-graphics 2	7,5	3D Graphics Specialization: 3D Graphics 2 is an advanced course in 3D modelling and sculpting of 3D models. The

		course also provides an introduction to lighting and rendering of 3D scenes.
Character and environments	15	3D Graphics Specialization: The purpose of this course is to provide students with the knowledge and skills necessary to undertake advanced character and environment design using 3D graphics. The focus of the course is on creating a thematically cohesive style, with an emphasis on story and personality, within an advanced scene featuring both characters and environments.
Animation 1	7,5	Animation Specialization: The course "Animation 1" introduces students to animation processes and principles. Through practical work, students will learn to apply these animation principles to create lively and believable animations. Simultaneously, they will explore the history of animation and learn how to find, analyse, and use reference material to animate characters.
Shot design	7,5	Animation and VFX Specialization: This course focuses on designing and planning a VFX shot. Students will learn to visually compose a shot with attention to aesthetics and composition. Through storyboard drawing, students will learn to tell a story effectively and cinematically. The course emphasizes studying film language and shot design from actual films to understand how directors and cinematographers structure individual images and sequences to best tell the story. Additionally, students will learn pre-production tools like 3D animatics to better plan complex film shots.
Animation 2	15	Animation Specialization: Animation 2 builds upon the principles introduced in Animation 1, with an advanced focus on process, body mechanics, and poses. In this course, you will develop an in-depth understanding of animation principles and their application in character animation. We will explore reference materials by analysing body mechanics, anatomy, and physics to understand how movement works and how to translate this into a 3D character.
Game Design 1	7,5	Game Design Specialization: This course provides students with an introduction to the theories and concepts that form the basis for a modern understanding of games and game design. Students will study and analyse a wide variety of games, learning how game mechanics are used to create different types of gaming experiences. The course will offer

		practical experience in the iterative development of game concepts, both individually and in groups.
System Design 1	7,5	Game Design Specialization: This course will familiarize students with the fundamental processes of analysis, development, and implementation of system-based game design. The course will provide students with knowledge of various advanced topics in system design, including balancing, game AI, emergence, and progression. Students will review a selection of systems within different types of games.
Game Design 2	15	Game Design Specialization: During this course, students will develop a 2D game from initial concept to completion and release, working in groups. This course will introduce students to 2D artistic tools and concepts, project management insights, and teach them how to create the essential documents that a game designer needs to produce throughout a game development cycle. Students will also learn about the workflows, tools, and roles necessary for developing a 2D game, and will deliver—along with their game—a pitch deck, game design documents, and an art bible.
Compositing 1	7,5	Visual Effects Specialization: This course aims to provide students with a fundamental understanding of visual effects. It introduces students to the basics of compositing. Through selected exercises, students will learn to observe the world through the camera lens and be introduced to VFX software and methods. Students will also be introduced to processes and pipelines, and how to work within such frameworks.
Compositing 2	15	Visual Effects Specialization: This course provides students with a thorough introduction to professional compositing software. Students will receive a systematic overview of the software's interface and functionalities introduced in the introductory course. Through this course, students will further develop their understanding of colour spaces, rotoscoping, paint/cleanup, colour correction, and keying. Throughout the course, students will work within a VFX pipeline (workflow) and receive weekly feedback during “weeklies” (portfolio submissions). By solving production-related tasks, students will build a solid foundation and become comfortable with basic VFX tasks. Additionally, students will learn more advanced techniques, including the integration of rendered CG elements, as well

		as more complex nodes, LUTs, expressions, Gizmos, and 3D systems. The course is structured around several larger tasks that simulate significant shots typically assigned in a VFX studio.
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Table 1: Year 1 subjects

4.1.2 2nd Academic Year

Subject	Credits	Description
Real-time 3D graphics	7,5	3D Graphics Specialization: This course covers how to create high-quality and aesthetically pleasing design and interactions in prototypes made with real-time 3D graphics. Students will become familiar with the capabilities of the development environment and how to use it effectively. They will learn to apply advanced materials and lighting techniques in interactive scenes.
Architectural Visualization Theory and Practice	7,5	3D Graphics Specialization: The purpose of this course is to enable students to visualize architecture and constructions at various stages of a project. Students will be introduced to software used for architectural visualization and techniques tailored to this field.
Computer Arts production 1	15	The purpose of this course is to provide students with a comprehensive experience through a substantial practical project related to their field of study. Students will plan and execute an extensive project case in groups, gaining experience in interdisciplinary teamwork and using modern techniques, methods, and software for production and organization of a large-scale project. Students will be expected to understand various phases of production as well as different team roles and how each group member contributes.
Acting for animators	7,5	Specialization Animation: This course explores how acting techniques can be applied to animation. To create characters with emotions and empathy, students will receive an introduction to various aspects of acting techniques, including facial expressions for dialogue scenes and improvisation. Through practical exercises, students will develop a deeper understanding of how to

		create scenes with characters that think, breathe, feel, and act.
Animation 3	7,5	<p>Specialization Animation: Building on the principles from Animation 1 and Animation 2, this course delves deeper into the fascinating world of storytelling, acting techniques, and dramaturgy to create engaging scenes.</p> <p>In Animation 3, students will not only learn advanced animation techniques, such as facial animation, but also how to infuse life and empathy into characters through their journey. From mime to dynamic scenes with dialogue, we will explore how to convey conflict, emotions, and personality through animation.</p>
Narrative and Level Design	7,5	<p>Game Design Specialization: In this course, students will receive a fundamental introduction to narrative structures related to level design and visual storytelling in games. Students will explore how video games convey stories and how established principles of game and level design can enhance the narrative through mechanics, themes, and atmosphere. Through the course, students will be introduced to 3D level design and gain practical experience in the design, development, and iteration of virtual environments.</p>
Prototyping	7,5	<p>Game Design Specialization: This course will familiarize students with various processes related to prototyping and testing, as well as different methods for carrying these out. Students will be able to plan, develop, and test game prototypes based on established design concepts, evaluate the design based on testing, and reflect on the results.</p>
Cinematography	7,5	<p>VFX Specialization: This course introduces students to photography techniques with a focus on composition and exposure/lighting. Students will learn to view subjects through the camera lens for both still images and filmed scenes. In this course, students will work with film and visual storytelling from a VFX perspective. By filming their own VFX sequences, students will enhance their understanding of film and VFX techniques.</p>
3D for VFX	7,5	<p>VFX Specialization: The purpose of this course is to introduce students to 3D graphics. Students will receive training in 3D software and will be able to import 3D models, build a scene, and light and integrate it into a VFX workflow. Students will also learn professional VFX lighting and rendering techniques.</p>

Media Arts Innovation Lab	22,5	<p>Media Arts Innovation Lab is a production-based core course for the entire Westerdals Institute of Film and Media. The purpose of the course is to create a platform where students can collaboratively rethink audiovisual productions. Collaboration between the various programs and related disciplines is the fundamental philosophy, with the goal of creating something entirely new. This newness can be found in the uniqueness of the artistic result, but it can also involve innovative approaches to project and production work, where new forms of collaboration and development processes are explored. Central to the course is that students from all six study programs are grouped into interdisciplinary teams, where everyone contributes to brainstorming and developing a project idea from the start.</p> <p>The course is designed to accommodate exchange students and is taught in English.</p>
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Table 2: Year 2 subjects

4.1.3 3rd Academic Year

Subject	Credits	Description
Real time 3D-graphics 2	7,5	Specialization 3D Graphics. This course covers how to create effective and aesthetically pleasing designs and interactions in prototypes made with real-time 3D graphics. Students will become familiar with the capabilities of the development environment and its efficient use. They will learn to use advanced materials and lighting in interactive scenes.
Animation 4	7,5	Specialization Animation. This course is an advanced animation subject focusing on dramaturgy, animals, and monster worlds. Students will have the opportunity to develop their own expression and style. High standards of quality and execution are required.
System Design 2	7,5	Specialization Game Design. This course provides students with a deeper understanding of system design through the lens of game balancing. Students will be introduced to advanced system design, which will be explored in detail. The course will cover various game mechanics with a focus on how these can be used, combined, and balanced to create a meaningful experience for the player.

Compositing 3	7,5	Specialization VFX. Compositing 3 builds upon the Compositing 2 course. This course emphasizes the final details required to complete professional VFX sequences. The course is structured around several major assignments that simulate larger scenes one might encounter in a VFX studio.
Computer Arts production 2	22,5	<p>Specialization VFX. Compositing 3 builds upon the Compositing 2 course. This course focuses on the final details required to complete professional VFX sequences. The course is structured around several major assignments that simulate larger scenes one might encounter in a VFX studio.</p> <p>This course will provide students with relevant experience in executing a substantial practical project within their field of study, with high demands for quality and execution. The production could be a larger game, film/animation, VFX, or visualization project.</p> <p>The aim of the course is to prepare students for the work environment in the industry.</p>
Bachelor Production	30	<p>Students will gain professional experience by completing a project within a company, establishing their own business, or participating in a self-defined comprehensive project. In this practical project, students are expected to demonstrate broad knowledge of central themes and theories, as well as show skills in teamwork, project management methods, and relevant tools. The project should have a professional character and be of high quality.</p> <p>The course also includes a practical introduction designed to prepare students for the workforce. Students will acquire knowledge about industry-specific legal issues, industry institutions and practices, as well as tools for application writing and self-presentation.</p>

Table 3: Year 3 subjects

4.1.4 Elective Courses and Internship

For the Bachelor in Computer Arts, students are required to choose elective courses during the 4th semester, totalling 7.5 ECTS credits. Students will receive information about the available electives well in advance of the selection period.

As part of the bachelor's project, students may undertake an internship with an external company, gaining valuable experience in the industry they aim to enter upon graduation.

5. Forms of teaching and assessment

The courses and study work in the Bachelor in Computer Arts program are designed to lead students towards the learning outcomes described in Chapter 3 of this program description. Kristiania strives to facilitate student learning through effective instructional design, which means students will engage in a variety of learning activities and assessment methods throughout their studies that are relevant to the professional field they are preparing to enter. This work will require significant self-motivation.

The program includes substantial production work. Some of these productions will be within individual study paths, but there will also be interdisciplinary projects that span two, three, or all of the program's study areas. Additionally, there will be several larger interdisciplinary assignments across the entire institute. Notably, almost the entire 4th semester is dedicated to in-depth interdisciplinary projects involving all the disciplines available at Westerdals Institute for Film and Media.

Students may be assessed throughout the course, for instance by peers and instructors, to enhance learning, and during exams, which aim to measure performance in the course and contribute to the final degree. The program as a whole provides comprehensive competence within the field.

Certain courses may include mandatory activities. A mandatory activity is a requirement that must be approved in order to take the exam. If a student fails to get a mandatory activity approved, they will not be permitted to sit for the exam until the activity has been evaluated as satisfactory.

Kristiania is committed to providing work-life-relevant education and will support this with relevant teaching and assessment methods, as well as academic events where guest lecturers, external organizations, and industry professionals can participate.

In addition to scheduled classes, Kristiania provides academic resources, including administrative staff, librarians, digital learning resources (e.g., online videos), and student advisors. These resources are available to students as needed.

Course descriptions provide an overview of teaching and assessment methods for each course. For detailed information on exams and mandatory activities, please refer to Kristiania's website.

6. Internationalization and Student Exchange

The Bachelor in Computer Arts is an international program that places the study in a global context and provides opportunities for international student exchange.

6.1. Schemes for Internationalization

The Bachelor in Computer Arts includes measures that place the subject in an international context, exposing students to a variety of perspectives throughout their studies. These measures can include:

- Use of international literature
- International guest lecturers
- Foreign exchange students
- Participation in international conferences or workshops abroad (this list is not exhaustive)

6.2. Schemes for International Student Exchange

The Bachelor in Computer Arts program facilitates exchanges to study abroad during the 4th semester. Kristiania has agreements with several foreign institutions that allow students to complete part of their studies abroad.

The following institutions are relevant for the Bachelor in Computer Arts:

- University of Hertfordshire
- Southampton Solent University
- TH Köln
- Breda University of Applied Sciences
- Kingston University

Kristiania offers the following mobility programs:

- Nordplus in the Nordic countries or the Baltics
- ERASMUS+ in Europe
- “Exchange” or “Study Abroad” programs for students within and outside Europe

To be eligible for exchange, students must be enrolled in a degree program and have completed at least 60 ECTS credits at Kristiania by the time of departure. Exchange for both on-campus and online studies is location-based.

Eligibility for student exchange generally requires meeting norms for study progress, academic performance, and a motivation letter. There may also be requirements for documentation of creative work/portfolios, and Kristiania may conduct interviews with exchange applicants. Note that there are a limited number of exchange places at partner institutions.

Changes to the list of partner institutions and mobility programs may occur, and updated information will be available on Kristiania's website.

All programs at the institute have the 4th semester designated for exchange or inward mobility. During exchange, students will replace the Media Art Innovation Lab and elective course with courses taken at the host institution.

The 4th semester is designed as a period for working outside familiar environments and established routines. It encourages students to collaborate across different programs within the institute, creating an interdisciplinary interplay for innovation and new thinking, developing through new collaborative projects and production processes for a forward-looking audiovisual media industry.

The learning outcomes for this semester align with the experience of studying abroad. Visiting other countries, institutions, or fields with different working methods and perspectives opens up new learning processes and creates innovative opportunities.

Central to this semester is interdisciplinary collaboration in projects with a focus on exploring new interdisciplinary opportunities, artistic intentions, and new audiovisual formats. The ongoing international agreements with foreign schools reflect this opportunity, ensuring that the learning outcomes are met.

Kristiania has exchange agreements in place, and the relevance of the study stay is ensured by the program leader. Exchange courses from partners are approved by the program leader for credit towards the bachelor's degree, with a scope equivalent to 30 ECTS credits.

If there are more applicants than available places, students will be ranked based on their academic performance. For some creative studies, the program leader may also rank applicants based on a selection of creative work/portfolio. In cases of equal academic points or if the student has only completed courses graded Pass/Fail, the program leader's assessment of the motivation letter and any portfolio will be decisive.