**Institute of English Cultures and Literatures**

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| Art of North America  |
| Aspects of Media Studies  |
| Basic Graphics Skills  |
| Canadian Society and Its Institutions  |
| Communication Studies  |
| Conversation  |
| Creative Writing  |
| Descriptive Grammar  |
| Film  |
| Game and Software Localization  |
| Game Development Lab  |
| History and Foreign Relations of USA Before 1945  |
| History of American Literature  |
| History of Art and Visual Culture  |
| History of British Literature – survey  |
| Introduction to Literary Studies  |
| Language and Communication  |
| Level Design  |
| Listening Comprehension  |
| Literary Prose and Narration  |
| Marketing Basics  |
| Media  |
| Modules (e.g. American Film, British Literature, Sci-Fi, The Feminine, the Demise of Gods)  |
| Practical Grammar  |
| Practical Phonetics  |
| Reading Comprehension  |
| Storyboarding  |
| Translation as a Cultural Phenomenon  |
| Translation for Media and Game Industry  |
| Translation of Literary Texts  |
| Translation of Practical Texts  |
| Translation of Texts of Culture  |
| Writing |