**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 |