

Title of the study programme: **Video Game Design**

Type of studies: Undergraduate academic studies

Duration of studies: 4 years

Scope of studies in ECTS credits: 240

Title: **Bachelor with Honours in Digital Media**

FIRST YEAR

No.	COURSE	SEMESTER		No. CREDITS
		1	2	
1.	Video Game Design 1	2+6	2+6	14
2.	History of Video Games	2+0	2+0	4
3.	Dramaturgy of Video Games 1	1+1	1+1	6
4.	Fundamentals of Stage Directing	2+0		2
5.	Anatomical Drawing 1	2+1		3
6.	Visual Arts Elements 1	1+1		2
7.	Anatomical Drawing 1	2+1		3
8.	English Language 1	2+0		2
9.	History of Art 1	2+1		3
10.	Introduction to Animation and Visual Effects	2+1		3
11.	Digital Image 1	2+1		3
12.	Directing in Audiovisual Media		2+0	2
13.	Anatomical Drawing 2		2+1	3
14.	English Language 2		2+0	2
15.	History of Art 2		2+1	3
16.	Introduction to Animation and Visual Effects		2+1	3
17.	Digital Image 2		2+1	3

SECOND YEAR

No.	COURSE	SEMESTER		No. CREDITS
		3	4	
18.	Video Game Design 2	2+6	2+6	14
19.	Video Games Studies	2+0	2+0	4
20.	Dramaturgy of Video Games 2	1+1	1+1	6
21.	Film and TV Directing	2+2	2+2	6
22.	Concept Design 1	2+2	2+2	6
23.	Video Games Programming 1	1+2		3
24.	Architecture 1	1+1		1
25.	Storyboard	1+2		2
26.	3D Modeling 2	2+1		3
27.	Sociology of Culture 1	2+0		2
28.	Video Games Programming 2		1+2	3
29.	Architecture 2		1+1	1
30.	2 D Animation		1+2	2
31.	Sociology of Culture 2		2+0	2

THIRD YEAR

No.	COURSE	SEMESTER		No. CREDITS
		5	6	
32.	Video Game Design 3	2+6	2+6	14
33.	Concept Design 2	2+2	2+2	6
34.	Video Game Art	2+1	2+1	4
35.	Video Games Programming 3	1+2		3
36.	Sound Design in Video Games 1	2+2		3
37.	Compositing	2+2		3
38.	Introduction to Editing	2+2		3
39.	Introduction to Computer Graphics		1+2	3
40.	Introduction to Editing in Audiovisual Media		2+2	3
41.	Character Animation		2+2	3
42.	Sound Design in Video Games 2		2+2	3
43.	Vocational Practice			4
44.	Elective courses - 8 ECTS credits to choose			8
	• <i>Interior Architecture 1</i>	1+2	1+2	6
	• <i>Animation and Visual Effects in Different Media</i>	2+2		4
	• <i>Audiovisual Media in Contemporary Environment</i>	2+0		2
	• <i>Photography Practice 1</i>	2+1		3
	• <i>Drawing and Technology 1</i>	4+4		5
	• <i>Introduction to Digital Art 1</i>	2+1		3
	• <i>Graphic Communications 1</i>	1+1		2
	• <i>Illustration - Fundamentals and Techniques 1</i>	2+1		3

• <i>English Language 3</i>	2+0		3
• <i>Fundamentals of Poster 1</i>	2+1		3
• <i>Methodology of Fine Arts Education 1</i>	1+4		5
• <i>Pedagogy</i>	2+0		3
• <i>Electronic Camera</i>		2+2	3
• <i>Electronic Editing</i>		2+2	3
• <i>Photography Practice 2</i>		2+1	3
• <i>Drawing and Technology 2</i>		4+4	5
• <i>Lighting Design for Film and Electronic Camera</i>		2+2	3
• <i>Stage Sound Design</i>		2+2	3
• <i>Design and Editing of Sound Effects and Music</i>		2+2	3
• <i>Dramaturgy of Sound</i>		2+2	3
• <i>Introduction to Digital Art 2</i>		2+1	3
• <i>English Language 4</i>		2+0	3
• <i>Graphic Communications 2</i>		1+1	2
• <i>Illustration - Fundamentals and Techniques 2</i>		2+1	3
• <i>Methodology of Fine Arts Education 2</i>		1+4	5
• <i>Educational Psychology</i>		2+0	3

FOURTH YEAR

No.	COURSE	SEMESTER		No. CREDITS
		7	8	
45.	Video Game Design 3	2+6	2+6	14
46.	Fundamentals of Organisation, Management and Entrepreneurship	1+2	1+2	6
47.	Psychology of Creativity 1	2+0		2
48.	Fundamentals of Aesthetics 1	2+0		2
49.	Psychology of Creativity 2		2+0	2
50.	Fundamentals of Aesthetics 2		2+0	2
51.	Vocational Practice			4
52.	Elective courses - 12 ECTS credits to choose			12
	• <i>Interior Architecture 1</i>	1+2	1+2	6
	• <i>Computer Design 1</i>	1+2	1+2	6
	• <i>Media of Mass Communication</i>	2+0	2+0	4
	• <i>Media Theory</i>	2+0	2+0	6
	• <i>Film Editing</i>	2+2		3
	• <i>Film Camera</i>	2+2		3
	• <i>Fundamentals of Sound Processing</i>	2+2		3
	• <i>Marketing in Art 1</i>	2+0		2
	• <i>Modeling 1</i>	2+1		3
	• <i>Fundamentals of Applied Graphics 1</i>	2+1		3
	• <i>Computer Modeling and Presentation 1</i>	2+2		4
	• <i>History of Film 1</i>	2+0+2		3
	• <i>Postproduction</i>	2+2		3
	• <i>Animation Development and Techniques</i>	2+0		2
	• <i>Photography Practice 3</i>	2+1		3
	• <i>Comics 1</i>	2+1		3
	• <i>Methodology of Fine Arts Education 3</i>	1+4		5
	• <i>Methodology Practice 1</i>	1+3		3
	• <i>Sound Editing for Film and Television</i>		2+2	3
	• <i>Design and Editing of Sound Effects and Music</i>		2+2	3
	• <i>Marketing in Art 2</i>		2+0	2
	• <i>Modeling 2</i>		2+1	3
	• <i>Fundamentals of Applied Graphics 2</i>		2+1	3
	• <i>Computer Modeling and Presentation 2</i>		2+2	4
	• <i>History of Film 2</i>		2+0+2	3
	• <i>Marketing and Product Placement of Audiovisual</i>		2+2	3
	• <i>Scriptwriting Fundamentals</i>		2+0	2
	• <i>Principles of Visual Effects</i>		2+2	3
	• <i>Animated Film Directing</i>		2+2	3
	• <i>Photography Practice 4</i>		2+1	3
	• <i>Comics 2</i>		2+1	3
	• <i>Methodology of Fine Arts Education 4</i>		1+4	5
	• <i>Methodology Practice 2</i>		1+3	3
53.	Final Work			16

Number of lessons given in a week, in the form of (lectures)+(practice classes)+(other teaching methods)

