**Table 5.1а.** **Video Game Design** **–** Undergraduate academic studies

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| No. | Code | Course | Sem. | Active teaching | Other | ECTS | Compulsory/Elective | Course type |
| L | P | OTM | IRW/RW |
| **FIRST YEAR** |
|  |  OP5101 | Video Game Design 1 | 1 | 2  | 4  | 0  | 0  | 0  | 6  | Compulsory | ART |
|  |  OA1101 | Fundamentals of Editing | 1 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  OA2101 | Fundamentals of Image Recording  | 1 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  ODZ301 | Screenwriting Fundamentals | 1 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
|  |  OP5102 | History of Video Games | 1 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
|  |  ОA6103 | Video Game Animation 1 | 1 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OAZ102 | Audiovisual Media Technology 1 | 1 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | PA |
|  |  OL6102 | Anatomical Drawing 1 | 1 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  ODOSR | Fundamentals of Stage Directing | 1 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  OL4104 | Visual Arts Elements 1 | 1 | 1  | 1  | 0  | 0  | 0  | 2  | Compulsory | THA |
|  |  OP5101 | Video Game Design 1 | 2 | 2  | 4  | 0  | 0  | 0  | 6  | Compulsory | ART |
|  |  OA1201 | Editing in Audiovisual Media | 2 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  OA2201 | Cinematography | 2 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  ODZ401 | Scriptwriting Fundamentals | 2 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
|  |  OP5102 | History of Video Games | 2 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
|  |  ОA6203 | Video Game Animation 2 | 2 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OAZ202 | Audiovisual Media Technology 2 | 2 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | PA |
|  |  OL6202 | Anatomical Drawing 2 | 2 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OL4204 | Visual Arts Elements 2 | 2 | 1  | 1  | 0  | 0  | 0  | 2  | Compulsory | THA |
|  |  OTO201 | Directing in Audiovisual Media | 2 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | THA |
| Total number of lessons (lectures/practice classes+ OTM/other) and ECTS per year | 36 | 12 | 0 | 0 | 0 | 60 |  |  |
| Total number of active classes per year | 48 |  |  |  |  |
| Total number of classes per year | 48 |  |  |  |  |
| **SECOND YEAR** |
|  |  OP5301 | Video Game Design 2 | 3 | 2  | 3  | 0  | 0  | 0  | 5  | Compulsory | ART |
| 1. 13.
 |  OP5303 | Dramaturgy of Video Games | 3 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OP3302 | Concept Design 1 | 3 | 2  | 2  | 0  | 0  | 0  | 5  | Compulsory | ART |
|  |  OP5304 | Video Game Environment Design | 3 | 1  | 2  | 0  | 0  | 0  | 3 | Compulsory | THA |
|  |  OP5305 | Storyboard | 3 | 1  | 1  | 0  | 0  | 0  | 2  | Compulsory | ART |
|  |  OA6503 | 3D Modeling | 3 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OV0I01 | Elective courses - 8 ECTS credits to choose | 3 | 5 -6  | 0 -3  | 0  | 0  | 0  | 8  | Elective |  |
|  |  OAV302 | Mask and Makeup | 3 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OA1301 | Film Editing | 3 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2301 | Film Camera | 3 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA3101 | Fundamentals of Stage Lighting Design | 3 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OAV303 | Film and Television Directing 1 | 3 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OL5305 | Photography Research Practice 1 | 3 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OL6302 | Fundamentals of Line Programme 1 | 3 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OLZ004 | History of Medieval Art 1 | 3 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OP0303 | Architecture 1 | 3 | 1  | 1  | 0  | 0  | 0  | 2  | Elective | THA |
|  |  OAZEJ1 | English Language 1 | 3 | 2 | 0 | 0 | 0 | 0 | 2 | Elective | SHS |
|  |  OAV502 | Stage Design 1 | 3 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
| 28. |  AZSK1 | Sociology of Culture 1 | 3 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
| 29. |  OP5301 | Video Game Design 2 | 4 | 2  | 3  | 0  | 0  | 0  | 5  | Compulsory | ART |
| 30. |  OP5304 | Video Game Environment Design | 4 | 1  | 2  | 0  | 0  | 0  | 3 | Compulsory | THA |
| 31. |  OP5303 | Dramaturgy of Video Games | 4 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | ART |
| 32. |  OP5401 | 2D Animation | 4 | 1  | 2  | 0  | 0  | 0  | 3  | Compulsory | ART |
| 33. |  OP3302 | Concept Design 1 | 4 | 2  | 2  | 0  | 0  | 0  | 5  | Compulsory | ART |
| 34. |  AZSK2 | Sociology of Culture 2 | 4 | 2 | 0 | 0 | 0 | 0 | 2 | Compulsory | SHS |
| 35. |  OV0I02 | Elective courses - 8 ECTS credits to choose | 4 | 5 -6  | 0 -3  | 0  | 0  | 0  | 8  | Elective | SHS/ART/THA |
|  |  OAV402 | Costume Design | 4 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OA1403 | Sound Editing for Film and Television | 4 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2401 | Electronic Camera | 4 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA3201 | Fundamentals of Lighting Design for Film and Television | 4 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OAV403 | Film and Television Directing 2 | 4 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OL5405 | Photography Research Practice 2 | 4 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OL6402 | Fundamentals of Line Programme 2 | 4 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OLZ004 | History of Medieval Art 2 | 4 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OP0403 | Architecture 2 | 4 | 1  | 1  | 0  | 0  | 0  | 2  | Elective | THA |
|  |  OAZEJ2 | English Language 2 | 4 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
| Total number of lessons (lectures/practice classes+ OTM/other) and ECTS per year | 32-34 | 20-24 | 0 | 0 |   | 60 |  |  |
| Total number of active classes per year | 54-58 |  |  |  |  |
| Total number of classes per year | 54-58 |  |  |  |  |
| **THIRD YEAR** |
|  |  OP5501 | Video Game Design 3 | 5 | 2  | 4  | 0  | 0  | 0  | 5  | Compulsory | ART |
|  |  OP3504 | Concept Design 2 | 5 | 2  | 2  | 0  | 0  | 1 | 7  | Compulsory | ART |
|  |  OP5502 | Video Game Art | 5 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
|  |  OAZ001 | Vocational Practice | 5 | 0  | 0  | 0  | 0  | 1 | 2  | Compulsory | ART |
|  |  OA6504 | Motion Graphics | 5 | 1  | 2  | 0  | 0  | 0  | 3  | Compulsory | ART |
|  |  OP5503 | Sound Design in Video Games 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | THA |
|  |  OV0I03 | Elective courses - 8 ECTS credits to choose | 5 | 4 -8  | 0 -2  | 0  | 0  | 0  | 8  | Elective | ART /SHS |
|  |  OA6501 | Visual Effects 2 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAV502 | Stage Design 1 | 5 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OAZ503 | Production Design | 5 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OA3301 | Lighting Design for Film and Television 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAU005 | English Language 3 | 5 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OL5505 | Photography Research Practice 3 | 5 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OP3502 | Illustration - Fundamentals and Techniques 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAZ101 | History of Film 1 | 5 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OAZ502 | Media of Mass Communication | 5 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OA1501 | Editing of Audiovisual Forms 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OP1506 | Fundamentals of Interior Design 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OP2507 | Fundamentals of Applied Graphics 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OL6503 | Line Programme 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OP3503 | Comics 1 | 5 | 1  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2501 | Art of Cinematography 1 | 5 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OLZ007 | History of Contemporary Art 1 | 5 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OP0302 | Introduction to Graphic Communications 1 | 5 | 1  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
| 43. |  OP5501 | Video Game Design 3 | 6 | 2  | 4  | 0  | 0  | 0  | 5  | Compulsory | ART |
| 44. |  OP5603 | Sound Design in Video Games 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Compulsory | THA |
| 45. |  OA6603 | Interactive Animation | 6 | 1  | 2  | 0  | 0  | 0  | 3  | Compulsory | ART |
| 46. |  OP3504 | Concept Design 2 | 6 | 2  | 2  | 0  | 0  | 1 | 7  | Compulsory | ART |
| 47. |  OP5502 | Video Game Art | 6 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
| 48. |  OAZ001 | Vocational Practice | 6 | 0  | 0  | 0  | 0  | 3 | 2  | Compulsory | ART |
| 49. |  OV0I04 | Elective courses - 8 ECTS credits to choose | 6 | 5 -8  | 0 -2  | 0  | 0  | 0  | 8  | Elective |  |
|  |  OAZ503 | Production Design | 6 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OA3401 | Lighting Design for Film and Television 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAU006 | English Language 4 | 6 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OL5605 | Photography Research Practice 4 | 6 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OP3602 | Illustration - Fundamentals and Techniques 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAZ201 | History of Film 2 | 6 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OLZ008 | History of Contemporary Art 2 | 6 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OAZ502 | Media of Mass Communication | 6 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OA1601 | Editing of Audiovisual Forms 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OP1606 | Fundamentals of Interior Design 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OP2607 | Fundamentals of Applied Graphics 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OL6603 | Line Programme 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAV602 | Stage Design 2 | 6 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OP3603 | Comics 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2601 | Art of Cinematography 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA6601 | Animation 2 | 6 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OP0402 | Introduction to Graphic Communications 2 | 6 | 1  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
| Total number of lessons (lectures/practice classes+ OTM/other) and ECTS per year | 25-30 | 18-22 | 0 | 0 |  6 | 60 |  |  |
| Total number of active classes per year | 48-52 |  |  |  |  |
| Total number of classes per year | 54-58 |  |  |  |  |
| **FOURTH YEAR** |
| 50. |  OP5701 | Video Game Design 4 | 7 | 2  | 4  | 0  | 0  | 0  | 6  | Compulsory | ART |
| 51. |  OAU501 | General Phychology | 7 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
| *52.* |  OAV703 | Media Theory | 7 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | SHS |
| 53. |  OP5302 | Video Games Studies | 7 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
| 54. |  OAZ002 | Vocational Practice | 7 | 0  | 0  | 0  | 0  | 2 | 3  | Compulsory | ART |
| 55. |  OAZES1 | Fundamentals of Aesthetics 1 | 7 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
| 56. |  OP5ZVR | Final Project | 7 | 0  | 0  | 0  | 3  | 0  | 4  | Compulsory | ART |
| 57. |  OV0I05 | Elective courses - 8 ECTS credits to choose | 7 | 2  | 0 -2  | 0  | 0  | 0  | 3  | Elective | SHS/ ART/THA |
|  |  OA1701 | Editing Articulations 1 | 7 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2701 | Camera - Analysis and Synthesis 1 | 7 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA3501 | Stage Lighting Design 1 | 7 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA4301 | Fundamentals of Sound Processing | 7 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | THA |
|  |  OA5503 | Multimedia Production 3 | 7 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA6701 | Visual Effects 3 | 7 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAZ301 | History of Film 3 | 7 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OAZ504 | Applied Music 1 | 7 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | THA |
|  |  OLZ005 | History of Modern Art 1 | 7 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OP0701 | Marketing in Art 1 | 7 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OP1503 | Interior Lighting Design 1 | 7 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
| 58. |  OP5701 | Video Game Design 4 | 8 | 2  | 4  | 0  | 0  | 0  | 6  | Compulsory | ART |
| 59. |  OAU601 | Personality Phychology | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
| 60. |  OAV703 | Media Theory | 8 | 2  | 0  | 0  | 0  | 0  | 3  | Compulsory | SHS |
| 61. |  OP5302 | Video Games Studies | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | THA |
| 62. |  OAZ002 | Vocational Practice | 8 | 0  | 0  | 0  | 0  | 2 | 3  | Compulsory | ART |
| 63. |  AZES2 | Fundamentals of Aesthetics 2 | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Compulsory | SHS |
| 64. |  OP5ZVR | Final Project | 8 | 0  | 0  | 0  | 3  | 0  | 4  | Compulsory | ART |
| 65. |  OV0I06 | Elective courses - 8 ECTS credits to choose | 8 | 5 -6  | 0 -4  | 0  | 0  | 0  | 9  | Elective | SHS/ ART/THA |
|  |  OA4401 | Stage Sound Design | 8 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA1801 | Editing Articulations 2 | 8 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA2801 | Camera - Analysis and Synthesis 2 | 8 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA3601 | Stage Lighting Design 2 | 8 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OA5603 | Multimedia Production 4 | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | ART |
|  |  OA6801 | Animation 3 | 8 | 2  | 2  | 0  | 0  | 0  | 3  | Elective | ART |
|  |  OAZ401 | History of Film 4 | 8 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OAZ604 | Applied Music 2 | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | THA |
|  |  OLZ006 | History of Modern Art 2 | 8 | 2  | 0  | 0  | 0  | 0  | 3  | Elective | SHS |
|  |  OP0801 | Marketing in Art 2 | 8 | 2  | 0  | 0  | 0  | 0  | 2  | Elective | SHS |
|  |  OP1603 | Interior Lighting Design 2 | 8 | 2  | 1  | 0  | 0  | 0  | 3  | Elective | ART |
| Total number of lessons (lectures/practice classes+ OTM/other) and ECTS per year | 32 | 8-16 | 0  |  6 | 6 | 60 |  |  |
| Total number of active classes per year | 46-54 |  | 60 |  |  |
| Total number of classes per year | 52-60  |  | 240 |  |  |

|  |
| --- |
| **Abbreviations:**L – lectures, P – practice classes, OTM – other teaching methods, IRW – independent research work, RW – research workART – Artistic, SHS – Social and Humanities Sciences, THA – Theoretical and Artistic, PA – Professional Applied  |