**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 work  ART – Artistic,  SHS – Social and Humanities Sciences,  THA – Theoretical and Artistic,  PA – Professional Applied |