

Bachelor's degrees in Video Game Design and Development

4 years / 240 ECTS credits

MODULAR STRUCTURE

Basic Training	66
Compulsory	138
Elective Training	24
Final Degree Project	12
Total ECTS credits	240

CURRICULUM

1 ST COURSE			2 ND COURSE		
	ECTS	TYPE		ECTS	TYPE
Game Industry	6	Compulsory	Game Design I	6	Compulsory
Mathematics	6	Basic	Video Game Development	6	Compulsory
Physics	6	Basic	Concept Art	6	Basic
Programming I	6	Basic	Mathematics II	6	Basic
Fundamentals of Design	6	Basic	Physics II	6	Basic
Audiovisual Narrative	6	Compulsory	Game Design II	6	Compulsory
3D Modelling	6	Basic	2D Animation	6	Compulsory
Architecture and Operating Systems	6	Basic	3D Scenarios	6	Compulsory
Programming II	6	Basic	Business	6	Basic
Project I: Casual Games	6	Compulsory	Project II: 2D Game	6	Compulsory
3 RD COURSE			4 TH COURSE		
	ECTS	TYPE		ECTS	TYPE
Interaction and Interface Design	6	Compulsory	Virtual and Augmented Reality	6	Compulsory
Level Design	6	Compulsory	Network & Online Games	6	Compulsory
3D Animation	6	Compulsory	Financing and Business Models	6	Compulsory
Artificial Intelligence	6	Compulsory	Data Analysis	6	Compulsory
Game Engines	6	Compulsory	Final Degree Project	12	Compulsory
Communication & Leadership	6	Compulsory	Electives *	24	Elective
Gamification	6	Compulsory			
Digital Audio	6	Compulsory			
Marketing and Digital Distribution	6	Compulsory			
Project III: 3D Game	6	Compulsory			

* The 24 optional ECTS can be achieved by taking optional subjects or in two blocks:

- 12 ECTS for external internships
- 12 ECTS of optional subjects