

Bachelor • Lisboa

VIDEOGAMES



Direction

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Secretariat

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Duration

3 Years

Credits

180 ects

Exams

Have one of the following sets:

- 03 Desenho and 16 Matemática
- 03 Desenho and 18 Português
- 16 Matemática and 18 Português
- 06 Filosofia and 17 Matemática Aplicada às Ciências Sociais
- 13 Inglês and 17 Matemática Aplicada às Ciências Sociais
- 10 Geometria Descritiva and 16 Matemática

Presentation

The degree in Video Games at Universidade Lusófona aims to offer theoretical and practical training, specialized and professionalizing, of technological and artistic nature, in the areas of Video Games, Game Design, Game Programming, Game Art, Board Games, Hybrid Games, Serious Games, AR, VR, AI, 3D Animation and Modeling, multimedia communication and interactive arts. As part of the Department of Film and Media Arts on the campus of Lusófona University in Lisbon, our students enjoy unique facilities in Portugal through access to laboratories, technological resources, proximity to both industry and research, and the opportunity to access an international network of partner universities in this department. Our goal is for Video Game students at Universidade Lusófona to have the opportunity to express themselves through their games, whether critical, conceptual or experimental, and therefore become important agents for the creative and cultural production of this sector. Game creation is an activity that requires truly interdisciplinary professionals, and that is the focus of our curriculum. Video games are :learned by doing: during the course our students

STUDY PLAN

1st Year / Common Core

1º Semestre	ects	2º Semestre	ects
Game Art I	6	Digital Game Development I	6
Game Design I	4	Introduction to Mathematics and Physics for	
History of Games and Interfaces	4	Games II	4
Introduction to Computing	6	Game Art II	6
Introduction to Mathematics and Physics for		Game Design II	4
Games I	4	Programming Languages I	6
Programming Fundamentals	6	Visual Culture	4

2nd Year / Common Core

1º Semestre	ects	2º Semestre	ects
Cinema, Art, and Culture	4	Argument and Interactive Narratives	4
Digital Game Development II	6	Digital Game Development III	6
Game Design III	4	Option III	6
Option I	6	Option IV	6
Option II	6	Tangible Interfaces I	4
Sound Design I	4	UX Design for Video Games	4

3rd Year / Common Core

1º Semestre	ects	2º Semestre	ects
Entertainment Systems	4	Advertising and Marketing Workshop	4
Option V	4	Expanded Realities XR	4
Project Management and Planning	4	Option VI	4
Project Workshop I	8	Project Workshop II	8
Tangible Interfaces II	6	Traineeship Seminar	14

Linha direta
para o teu futuro



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