

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 national exams:

- 03 Desenho
- 16 Matemática
- 18 Português

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 develop practical skills in the areas of Game Design, Game Art and Programming, contact with experienced professionals, have access to technologies such as VR, AR

STUDY PLAN

1st Year / Common Core

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

2nd Year / Common Core

Semestral	ects	1º Semestre	ects	2º Semestre	ects
Game Design III	4	Cinema, Art, and Culture	4	Argument and Interactive Narratives	4
		Digital Game Development II	6	Digital Game Development III	6
		Option I	6	Option III	6
		Option II	6	Option IV	6
		Sound Design I	4	Tangible Interfaces 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
Option VI	4	Project Workshop II	8
Project Management and Planning	4	Traineeship Seminar	14
Project Workshop I	8		
Tangible Interfaces II	6		

Linha direta
para o teu futuro



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