

Mestrado Erasmus Mundus • Lisboa

# REPLAY - ERASMUS MUNDUS MASTER IN VIDEOGAMES



## Direção

Filipe Soares Branco Da Costa Luz  
filipe.luz@ulusofona.pt

## Secretariado

Pedro Henrique Pimenta Caetano  
pedro.caetano@ulusofona.pt

## Duração

0 Anos

## Créditos

120 ects

## Apresentação

REPLAY is the two year European Master Program, where students from across the globe come together with the objective of designing, experimenting and developing meaningful game experiences. Students are empowered to shape the future of game design, unlocking the industry's potential for creativity, innovation, and societal relevance. Throughout their journey, the students will be immersed in three unique national game development and artistic ecosystems. Join us in redefining the future of game design.

# PLANO DE ESTUDOS

## 1º Ano / Tronco comum

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1º Semestre	ects	2º Semestre	ects
Critical Play	6	Design Sprint II	9
Design Sprint I	9	Game Seminars II	3
Experimental Play Lab	12	Play in Context	12
Game Seminars I	3	Speculative Design	6

## 2º Ano / Tronco comum

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1º Semestre	ects	2º Semestre	ects
Game Jam	3	Thesis	30
Game Project Seminar	6		
Games Now! Community	6		
Learning with Game Industry Professionals	15		

Linha direta  
para o teu futuro



963 640 100



217 515 500



info@ulusofona.pt



@u.lusofona.pt

WWW.ULUSOFONA.PT