

PÓS-GRADUAÇÃO

POSTGRADUATION



VIDEO GAME DEVELOPMENT - STUDIO ZERO

Direction

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ECTS

60 ects

UNIVERSIDADE
LUSÓFONA



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Presentation

Studio Zero is a full-time postgraduate programme in which an entire cohort operates as a single game studio. Over ten months, students take one game idea and develop it to release on Steam (the largest global digital storefront for PC games), then support it after launch with patches and a first content update. Faculty act as expert advisers and stakeholders, stepping back from traditional lecturing, and allowing students to self-direct the project, accordingly, allowing professional judgment to emerge naturally through the process. Graduates leave with a published title on their CV, genuine production credit, and the studio experience that employers test for.

1st Year | No Branch Name

Anual

	ects
Foundations: Pipeline and First Playable Build	4
Post-Launch: Live Support, Patching and First Content Update	12
Production I: Core Features to Alpha Build	14
Production II: Content Lock to Beta	16
Release: Certification, Publishing and Launch	8
Studio Setup and Pre-Production	6

FAZER
NOVOS
FUTUROS



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