Bachelor's degree in Video Game Design and Development

The **bachelor's degree in Video Game Design and Development** will develop your ability to conceptualise, design and program video games and content for an interactive digital world, providing you with the knowledge and skills needed to create material for different platforms and mobile devices. The curriculum is designed to develop the multidisciplinary skills involved in creating video games and interactive material. The course will give you a solid grounding in key technologies, programming on multiple platforms, artistic and graphic design, modelling, and 2D and 3D animation. You will develop a series of video game projects individually and in groups, gain a broad knowledge of the industry, and – thanks to the active participation of companies involved in the industry – learn about entrepreneurship, financing systems, and approaches to monetisation in the sector.

GENERAL DETAILS

Duration
4 academic years

Study load
240 ECTS credits (including the bachelor's thesis). One credit is equivalent to a study load of 25-30 hours.

Delivery
Face-to-face

Language of instruction

Check the language of instruction for each subject (and timetable) in the course guide in the curriculum.

Information on language use in the classroom and students' language rights.

Fees and grants

€ 6360 (academic year)

Consult the public fees system based on income (grants and payment options).

Location
Image Processing and Multimedia Technology Centre (CITM)

Official degree
Recorded in the Ministry of Education's degree register

ADMISSION

Places
44

Registration and enrolment
What are the requirements to enrol in a bachelor's degree course?

Legalisation of foreign documents
All documents issued in non-EU countries must be legalised and bear the corresponding apostille.

ORGANISATION: ACADEMIC CALENDAR AND REGULATIONS

Academic calendar

General academic calendar for bachelor's, master's and doctoral degrees courses

Academic regulations

Academic regulations for bachelor's degree courses at the UPC

Language certification and credit recognition

Queries about language courses and certification

Image Processing and Multimedia Technology Centre (CITM)

CURRICULUM

Subjects	ECTS credits	Type
FIRST COURSE		
3D Modelling	6	Compulsory
Architecture and Operative Systems	6	Compulsory
Concept Art	6	Compulsory
Design Basics	6	Compulsory
Game Industry	6	Compulsory
Mathematics	6	Compulsory
Physics	6	Compulsory
Programming I	6	Compulsory
Programming II	6	Compulsory
Project I	6	Compulsory
SECOND COURSE		
2D Animation	6	Compulsory
3D Scenaries	6	Compulsory
Audiovisual Narrative	6	Compulsory
Business Environment	6	Compulsory
Game Design I	6	Compulsory
Game Development	6	Compulsory
Interfaces Design and Interaction	6	Compulsory
Mathematics II	6	Compulsory
Physics II	6	Compulsory
Project II	6	Compulsory
THIRD COURSE		
3D Animation	6	Compulsory
Artificial Intelligency	6	Compulsory
Augmented Reality	6	Compulsory
Digital Audio	6	Compulsory
Game Design II	6	Compulsory
Game Engines	6	Compulsory

Subjects	ECTS credits	Type
Gamification	6	Compulsory
Marketing and Digital Distribution	6	Compulsory
Mobile Devices	6	Compulsory
Project III	6	Compulsory
FOURTH COURSE		
360 Creativity Lab	6	Optional
Advanced 3D Modelling and Animation	6	Optional
Advanced Graphics Programming	6	Optional
Animation and Stop Motion	6	Optional
Communication and Leadership	6	Compulsory
Community Management	6	Optional
Creation Lab	6	Optional
Creation Lab	6	Optional
Data Analysis	6	Compulsory
Data Display	6	Optional
Data Visualization	6	Optional
Entrepreneurship and IT Innovation	6	Optional
Financiation and Business Models	6	Compulsory
Fundamentals, Design and Sound Editing	6	Optional
Generative Art and Processing	6	Optional
Generative Art with Processing	6	Optional
In Company Practice	12	Optional
Level Design	6	Optional
Modeling and Advanced 3D Animation	6	Optional
Narratives for Real-Time	6	Optional
Networks and Online Games	6	Compulsory
Postproduction and Visual Effects	6	Optional
Real Time Narrative	6	Optional
Serious Games Design	6	Optional
Serious-Games Design	6	Optional
Stop Motion	6	Optional
Transmedia Production	6	Optional
Transmedia Production	6	Optional
Bachelor's Thesis	12	Project