Bachelor • Porto

VIDEOGAMES AND MULTIMEDIA DESIGN

Direction

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Secretariat

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Duration

3 Years

Credits

180 ects

Exams

Have one of the following sets:

- 10 Geometria Descritiva and 16 Matemática
- 10 Geometria Descritiva 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
- 06 Filosofia and 18 Português

Presentation

This degree promotes theoretical-practical, specialized and professional training, in the various aspects involved in creating video games and multimedia applications, addressing a professional area in constant mutation and growth. It promotes a Project Based Learning strategy with common projects and great interconnection between curricular units, having been distinguished with first place in the Fazer + Best Innovative Pedagogical Practice 2021 Award. We always work on adapting the subjects taught to the needs of the industry and in the last semester of the course students carry out an internship in companies in the area, providing not only a professional experience but also opportunities to enter the job market.

UNIVERSIDADE LUSÓFONA   CENTRO UNIVERSITÁRIO PORTO

Fcaati
Faculdade de Comunicação, Arquitetura, Artes e Tecnologias da Informação

STUDY PLAN

1st Year / Common Core

1º Semestre	ects	2º Semestre	ects
Communication Design	4	Argument and Interactive Narratives	4
Creative Programming	4	Digital Illustration I	6
Fundamentals of Programming	6	Graphic Computing	4
History of Video Games	4	Interaction Design	4
Introduction to Digital Image	6	Programming Languages I	6
Video Game Critique and Analysis	6	2D Digital Animation	6

2nd Year / Common Core

1º Semestre	ects	2º Semestre	ects
Digital Illustration II	3	Contemporary Media	3
Game Design Project I	13	Game Design Project II	14
Game Systems and Engines	3	Introduction to Sound Design	3
Multimedia Applications Development	4	Multimedia and Web Production Workshop	4
Programming Languages II	3	Programming Languages III	3
3D Modelling	4	3D Digital Animation	3

3rd Year / Common Core

1º Semestre	ects	2º Semestre	ects
Audiovisual Technologies	6	Internship and Professional Integration	12
Digital Arts Workshop	4	Marketing and Advertising Workshop	4
Option	6	Workshop in Video Game and Multimedia Application Directing II	14
Workshop in Video Game and Multimedia Application Directing I	14		