

# Production of Videogames and Digital Entertainment

DEGREE PROGRAM



Introductory course in University Studies		YEAR 01		YEAR 02		YEAR 03		YEAR 04		YEAR 05
1 <sup>st</sup> Period	2 <sup>nd</sup> Period	3 <sup>rd</sup> Period	4 <sup>th</sup> Period	5 <sup>th</sup> Period	6 <sup>th</sup> Period	7 <sup>th</sup> Period	8 <sup>th</sup> Period			
Introduction to Academic Reading and Writing	Management of Projects	Introduction to Design of Games I	Programming II	Data Base	Research Methodology: Focus Groups	Videogames Publishing	Programming Applied to Physical Surroundings			Workshop in Production for Final Work
University, Society and Knowledge	Introduction to Programming	Programming I	Business Models	Monetization	Digital Marketing	Testing	Introduction to Publication			Workshop in Development and Programming
Contemporary Problems	Narrative in Videogames	Physics	Statistics	Legal Framework	A.I. Programming and Behaviour Patterns	Applied Art on Projects Publications	Presentation of Investment Projects			Workshop in Graphics Development
Introduction to Academic Maths and Statistics	Algebra	Applied Art: Experience of User UIX/GUI	3D Modelling	3D Animation	Graphic Editing Technic Integration of Art in video-games	Business Plan	Introduction to Design of Games IV			English IV
	Applied Art: Design and Animation	Cybersecurity	Introduction to Design of Games II	Data Analytics	Introduction to Design of Games III	English III				
	Music and Special Effects	English I		English II						