

#VIDEOGAMES DEVELOPMENT AND DIGITAL ENTERTAINMENT

Name of the course: Bachelor's Degree in Videogames Development and Digital Entertainment.

Title: **Bachelor's Degree in Videogames Development and Digital Entertainment.**

Duration: 4 years and a half.

Intermediate Degree: University Technician in Videogames Development and Interactive Narrative.

Duration: 3 years

Enter the fascinating world of this creative industry of the future.

Professional field of action

Video games are an opportunity for recreation and learning. Increasingly, millions of people download them for entertainment purposes and often also as an educational resource. Their production involves an exciting process of creativity and innovation for the development of different levels and rules, as well as scenarios and characters.

This degree, unique in the country, provides technical training for the creation of video games throughout the entire programming process, from the initial idea to the end user. It also offers multidisciplinary tools to make new video games or applications successful in terms of downloading and circulation among the millions of existing proposals. Monetisation and business models to make a viable product and enable new developments and ventures are other facets of training offered by this degree.

Graduates in Video Game Production and Digital Entertainment will be professionals capable of developing video games for consoles, mobile phones, virtual reality, educational games, intelligent applications and interactive experiences.

Program

1° SEMESTER	University, Society and Knowledge	Contemporary Issues	Academic Reading and Writing Workshop	Statistics and Calculation Workshop		
2° SEMESTER	Introduction to Programming	Music and FX	Applied Art: 2D Design and Animation	Narrative in Video Games	Algebra	
3° SEMESTER	Programming 1	Applied Art: User Experience UIX/GUI	Game Design Workshop 1	Physics	English 1	
4° SEMESTER	Business Models	Programming 2	Game Design Workshop 2	Statistics	Project Management	
5° SEMESTER	Digital Marketing	Data Base	3D Modelling	Cybersecurity	Game Design Workshop 3	English 2
6° SEMESTER	Research Methodology	Legal	Artificial Intelligence Programming and Behavioural Patterns	3D Animation	Testing	
7° SEMESTER	Business Plan	Programming applied to physical environments	Metrics and analytics analysis	Music and Sound Workshop	Game Design Workshop 4	English 3
8° SEMESTER	Monetisation	Fifth year (first term)	Development and Programming Workshop	Graphic Development Workshop	English 4	Final Project Production Workshop



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