



SYLLABUS

DAPL08 - 1ST LEVEL ACADEMIC DIPLOMA
GAME AND VIRTUAL DESIGN

1st YEAR

INDUSTRY CODE	ARTISTIC DISCIPLINARY SECTOR	SUBJECT FIELD	LESSON HOURS	CFA
ABST47	Style, History of Art and Costume	<i>History of Contemporary Art</i>	36	6
ABTEC38	Visual Arts Digital Applications	<i>Computer graphics I</i>	80	8
ABTEC42	Interactive Systems	<i>Video Game Techniques and Methodologies</i>	60	6
ABTEC 43	Audiovisual Languages and Techniques	<i>Integrated New Media Techniques</i>	60	6
ABTEC 43	Audiovisual languages and techniques	<i>Videoediting</i>	60	6
ABTEC41	Digital Modeling Techniques	<i>Rendering 3D</i>	80	8
ABTEC37	Visual communication Design methodology	<i>Art direction I</i>	40	4
ABTEC41	Digital Modeling Techniques	<i>3D Computer Digital Modeling Techniques</i>	80	8
ABST58	Perception Theory and Psychology of Form	<i>Perception Theory and Psychology of Form</i>	48	8
TOTAL			544	60

2nd YEAR

INDUSTRY CODE	ARTISTIC DISCIPLINARY SECTOR	SUBJECT FIELD	LESSON HOURS	CFA
ABPC65	Theory and method of mass media	<i>Theory and method of mass media</i>	48	8
ABTEC38	Visual Arts Digital Applications	<i>Digital Animation Techniques I</i>	80	8
ABTEC40	Multimedia Design	<i>Video Games Direction</i>	48	8
ABTEC40	Multimedia Design	<i>Script for Video Games</i>	48	8
ABTEC42	Interactive Systems	<i>Computer games I</i>	60	6
ABPR36	Visual Arts Performance Techniques	<i>Multimedia Installations</i>	100	10
ABTEC41	Digital Modeling Techniques	<i>3D Computer Digital Modeling Techniques - II</i>	80	8
	Courses selected by the student	<i>Multidisciplinary seminars, workshops</i>		4
TOTAL			464	60

3° ANNO

INDUSTRY CODE	ARTISTIC DISCIPLINARY SECTOR	SUBJECT FIELD	LESSON HOURS	CFA
ABTEC38	Visual Arts Digital Applications	<i>Digital Animation Techniques II</i>	80	8
ABST45	Multimedia Arts Theory	<i>Virtual Realities and Complexity Paradigms</i>	36	6
ABTEC40	Multimedia Design	<i>Multimedia Languages</i>	24	4
ABTEC42	Interactive Systems	<i>Computer games II</i>	60	6
ABTEC42	Interactive Systems	<i>Interactive Systems</i>	80	8
ABTEC44	Sound design	<i>Sound design</i>	40	4
ABLE70	Legislation and economics of the arts and entertainment	<i>Information and digital communication laws</i>	36	6
	Courses selected by the student	<i>Multidisciplinary seminars, workshops</i>		6
ABLIN71	Languages	<i>English</i>	24	4
	Final exam	<i>Thesis Laboratory</i>	80	8
TOTAL			460	60

TOTAL CFA	180
TOTAL LESSON HOURS	1468