



TURN YOUR PASSION FOR GAMES INTO A PROFESSIONAL CAREER!

**THE VIDEO GAME
INDUSTRY IS
CONSISTENTLY
EXPANDING, THERE
HAS NEVER BEEN
A BETTER TIME TO STUDY
GAME DESIGN AND
DEVELOPMENT.**

**UNIVERSITY of INFORMATION
TECHNOLOGY and MANAGEMENT**
in Rzeszow, POLAND



6 REASONS TO STUDY GAME DESIGN AND DEVELOPMENT

- The gaming industry is a huge employer for graduates
- Excellent job prospects and salaries
- Working on projects linking digital technology with art
- Access to professional game development software
- Classes with industry mentors and experienced computer networking instructors
- The opportunity to work from home, any country, any time zone.

NAME OF THE PROGRAMME:

BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT

MAJOR: Information technology

STUDY DURATION: 3 years (6 semesters)

LANGUAGE OF INSTRUCTION: English

STUDY MODES: Full-time

ALL INTAKE: Recruitment starts January 8th 2024 and will last until 16th September 2024

SEMESTER STARTS: In the middle of October 2024

TUITION FEE: EUR 2250 per semester (EUR 4500 payable upfront for the first year of study)

THE APPLICATION FEE: (non-refundable, including postage of the original documents) EUR 200

APPLY HERE: [LINK](#)

ABOUT THE PROGRAMME

The Bachelor of Science (BSc) in Game Design and Development gives you the opportunity to gain expert knowledge and start a career in an industry that is already bigger than the music and movie sectors combined. The aim of this programme is to teach you the entire process of creating video games including the game concept, use of game engines to create levels, and physical engines to simulate natural phenomena. Students will develop a creative, technical, and analytical foundation by interacting with peers, faculty, and industry professionals through an intensive and exciting learning process. At UITM we use teaching programs and technologies of well-known tech companies like Adobe, Microsoft, Oracle, Google, Apple, Cisco amongst others. In addition, our classes are led by practitioners and professionals who are already working successfully in the industry. By studying Game Design and Development, you open up prospects for your professional development in this rapidly evolving global economy - computer, video and mobile games are the medium of the future.

TEACHING AND LEARNING

The program focuses on a practical approach to teaching, reflected in the practice-oriented coursework. Active student learning in the form of laboratories, projects, seminars and workshops are there to engage your interest and enable you to become autonomous and continuous learners. Assessment methods include projects, reports, presentations and skill tests, as well as time-keyed in-class tests and exams. Classes are held on weekdays in small cohorts to ensure that you receive the full support to get the best out of the program and increase the effectiveness of the educational process.



PROGRAMME STRUCTURE

YEAR 1

- English language
- Physical education
- Health and Safety while studying
- Fundamentals of Mathematics
- Mathematics
- Discrete mathematics
- Fundamentals of Statistics
- Physics
- Algorithms and Data Structures
- Introduction to IT
- Introduction to Programming

- Programming
- Network Technologies (CCNA)
- Social and Occupational Problems of IT
- Foreign Language: Polish

YEAR 2

- Physical Education
- Proseminar
- Fundamentals of Economics
- Law
- Introduction to Electronics and Electrical engineering
- Programming

- Software Engineering
- Computer System Architecture
- Operating Systems
- Databases
- Elective Course 1
- Preproduction
- Graphic Asset Design
- Animation and Motion Capture Techniques
- Vocational Apprenticeship

YEAR 3

- Computer Graphics with HCI Elements
- Artificial intelligence
- Team Project
- Elective Course 2
- Game Engines and Programming Technologies
- Physics in Games
- Marketing and Business Aspects of Games
- Levels Design
- Artificial Intelligence in Games
- Diploma Seminar
- Vocational Apprenticeship

CAREER OPPORTUNITIES

THE BSC IN GAME DESIGN AND DEVELOPMENT WILL ENABLE YOU TO TAKE A HUGE LEAP TOWARDS FINDING YOUR DREAM JOB.

- Game Developer
- Game Writer
- Level Designer
- Character Designer
- Gaming Programmer
- Motion Designer
- Video Game Tester

ENTRY REQUIREMENTS

- Secondary School certificate (original document and sworn translation into English or Polish) with Apostille or legalized by the Polish Embassy (check the list of members of Hague Convention Abolishing the Requirement of Legalisation for Foreign Public Documents).
- English Certificate (which confirms knowledge of foreign language at least at B1 or higher level in accordance with the Common European Framework).



ABOUT UITM



Quality Education

affordable tuition fees



Diploma

recognised worldwide



Cisco, Apple, Microsoft

training programmes



PGS Software, Ideo, Cisco, PrimeBit Games S.A.

strategic business partners for each programme



Prestigious Certificates

free for our best students



Internship at

International Companies



Great job opportunities

in global industries



Mobility

with EU Universities



Internationalisation

students from 50 countries



Unique students experience

in Europe