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

WINTER INTAKE: Recruitment starts April 26<sup>th</sup> 2021 and will last until 30<sup>th</sup> September 2021 TUITION FEE: EUR 2250 per semester (EUR 4500 payable upfront for the first year of study). THE APPLICATION FEE: The application fee including postage of the original documents (non-refundable) 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)
- Vocational Apprenticeship
- 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
- Social and
  Occupational
  Problems of IT
- 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 DeveloperGame 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