

Bachelor's degree in Digital Arts - specialization in Digital Animation and Video Games

Students choose to specialize in (A) Digital Animation, or (B) Video Games

The course includes both core and optional subjects.

Core subjects may be common to all students taking up the degree, or compulsory for the specialization chosen.

Specialization B: VIDEO GAMES								
Study Units		ECTS	Hrs	Breakdown of the hours				
				C	H	S	A	Total
Yr. 1 Core subjects								
DA.001	<i>Storia, introduzione e critica di animazione e videogiochi</i> Introduction to animation and video games	4	100	32	10	57	1	100
DA.002	<i>Informatica di base</i> Introduction to computer systems	6	150	48	50	50	2	150
DA.003	<i>Sceneggiatura I</i> Scriptwriting I	6	150	48	40	60	2	150
DA.004	<i>Tecniche di character design e storyboard I</i> Character design and storyboard techniques I	10	250	80	66	100	4	250
DA.005	<i>Teorie e tecniche di game design I</i> Game design I	6	150	48	15	85	2	150
DA.006	<i>Programmazione I</i> Computer programming I	10	250	80	66	100	4	250
DA.007	<i>Tecniche della colonna sonora e del doppiaggio</i> Soundtrack and dubbing techniques	6	150	48	20	80	2	150
DA.W1	<i>Laboratori e workshop</i> Workshops	12	300	0	200	100	0	300
Sub-total		60	1500	384	467	632	17	1500
Yr 2 Core subjects								
DA.008	<i>Disegno e tecniche di animazione 2D I</i> 2D design and animation techniques I	12	300	96	72	126	6	300
DA.009	<i>Inglese</i> English writing skills	4	100	32	15	52	1	100
DA.010	<i>Grafica 3D I</i> 3D graphics I	12	300	96	96	102	6	300
DA.011	<i>Tecniche di regia I</i> Directing techniques I	6	150	48	20	80	2	150
DA.012	<i>Marketing e sociologia della comunicazione</i> Marketing and sociology of communication	6	150	48	30	70	2	150
DA.013	<i>Video editing e compositing</i> Digital video editing and compositing	6	150	48	36	64	2	150
DA.014	<i>Teoria dell'intermedialità</i> Intermediality theory	4	100	32	0	67	1	100
DA.015	<i>Teorie e tecniche di game design II</i> Game design II	6	150	48	30	70	2	150
DA.W2	<i>Laboratori e workshop</i> Workshops	4	100	0	75	25	0	100
Sub-total		60	1500	448	374	656	22	1500

Yr 3 Core subjects			
DA.016	<i>Sceneggiatura II</i> Scriptwriting II	4	100
DA.017	<i>Programmazione II</i> Computer programming II	10	250
DA.018	<i>Teorie e tecniche di game design III</i> Game design III	6	150
DA.019	<i>Economia e gestione delle imprese</i> Economics and business management	6	150
	<i>Esame a scelta 1</i> Elective unit 1	6	150
	<i>Esame a scelta 2</i> Elective unit 2	6	150
DA.W3	<i>Laboratori e workshop</i> Workshops	6	150
	<i>Stage</i> Internship	6	150
	<i>Prova finale</i> Final dissertation	10	250
Sub-total		60	1500

32	20	47	1	100
80	66	100	4	250
48	30	70	2	150
48	0	100	2	150
48	36	64	2	150
48	36	64	2	150
0	100	50	0	150
0	150	0	0	150
0	0	248	2	250
304	438	743	15	1500

2 study units are to be selected from the following list of optional modules.

Elective Units (for Specialization B - Video Games)			
DA.020	<i>GUI</i> Graphical user interface (GUI)	6	150
DA.022	<i>Grafica 3D avanzata</i> Advanced 3D graphics	6	150
DA.024	<i>Programmazione III</i> Computer programming III	6	150
DA.025	<i>Programmazione avanzata</i> Advanced programming	6	150

48	36	64	2	150
48	36	64	2	150
48	36	64	2	150
48	36	64	2	150

Total no	1136	1279	2031	54	4500
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