STUDY PLAN - 3-year full-time 1st degree studies. Major - Computer Games and Virtual Reality, general academic profile
Academy of Art in Szczecin
Academic year 2021/2022
Resolution of the Senate of the Academy of Art in Szczecin

form of classes: W-lecture;Ć-practice;L-laboratory;P-studio,ind.-individual ; **CF-**
credit forms: C-credit; C+ credit+mark; E-exam

Lp.	Subjects	kod of subj.	sum ECTS	total number of hours: suma	w tym W	Ć	L	P	I	I YEAR semestr 1 ECTS	zal.	W	Ć	L	P	semestr 2 ECTS	zal.	W	Ć	L	P	II YEAR semestr 3 ECTS	zal.	W	Ć	L	P	semestr 4 ECTS	zal.	W	Ć	L	P	III YEAR semestr 5 ECTS	zal.	W	Ć	L	P	semestr 6 ECTS	zal.	W	Ć	L	P	I
A	**General academic block**		22	341	96	240			5																																					
1.	Foreign language	GKWR.I.A1	8	120		120				2	C+		2			2	C+		2			2	C+		2			2	E		2															
2.	Physical education	GKWR.I.A2		60		60																	Z		2				Z		2													
3.	Marketing and distribution	GKWR.I.A3	4	60	60																											2	C+	2			2	C+	2						
4.	Protection of intellectual property	GKWR.I.A4	2	30	30																											2	C+	2										
5.	Basics and techniques of teamwork	GKWR.I.A5	4	60		60																2	C+		2			2	C+		2													
6	Bachelor's seminar *	GKWR.I.A6	1	6	6																																			1	C+	6*				
7.	Written diploma thesis	GKWR.I.A7	3	5					5																															3	C+					5
B	**Base block**		20	300	300																																							
1.	History and theory of art and design	GKWR.I.B1	10	150	150					2	C+	2				2	C+	2				2	C+	2				2	C+	2				2	E	2									
2.	History of electronic art and games	GKWR.I.B2	4	60	60											2	C+	2				2	E	2																				
3.	Psychophysiology of seeing	GKWR.I.B3	2	30	30					2	C+	2																																	
4.	Basics of narration and screenwriting	GKWR.I.B4	4	60	60																	2	C+	2				2	C+	2															
C	**Art block**		12	240		240																																						
1.	Basics of artistic techniques	GKWR.I.C1	6	120		120				3	C+		4			3	C+		4																									
2.	Selected art studio **	GKWR.I.C2	6	120		120																3	C+		4			3	C+		4													
D	**A block of techniques supporting the workshop**		16	315		60	255																																					
1.	Basics of working with game engines	GKWR.I.D1	6	120			120			3	C+			4		3	C+			4																									
2.	The basics of programming	GKWRI.D2	4	90			90			2	C+			3		2	C+			3																									
3.	Basics of designing a publication	GKWR.I.D3	4	60		60																										2	C+		2									
4.	Fundamentals of sound design in games	GKWR.I.D4	2	45			45															2	C+			3																		
E	**Directional block**		110	1395			1305	90		**introductory 2**												**extended 3**												**advanced - diploma 4**											
1.	The basics of game design	GKWR.I.E1	6	90			90			3	C+			3		3	C+			3																									
2.	Basics of designing virtual reality	GKWR.I.E2	6	90			90			3	C+			3		3	C+			3																									
3.	Basics of interface design	GKWR.I.E3	6	90			90			3	C+			3		3	C+			3																									
4.	Basics of digital painting and concept art	GKWR.I.E4	6	90			90			3	C+			3		3	C+			3																									
5.	Basics of 3D modeling	GKWR.I.E5	6	90				90		3	C+				3	3	C+				3																								
6.	Basics of animation in games	GKWR.I.E6	6	90			90			3	C+			3		3	C+			3																									
7.	Game design	GKWR.I.E7	11	135			135															3	C+			3		3	C+			3		5	E			3						
8.	Selected management studio 1 ***	GKWR.I.E8	14	180			180															4	C+			4		4	C+			4		6	E			4						
9.	Selected study 2 ***	GKWR.I.E9	14	180			180															4	C+			4		4	C+			4		6	E			4						
10.	Selected study 3 ***	GKWR.I.E10	12	180			180															4	C+			4		4	C+			4		4	E			4						
11.	Selected supplementary laboratory ****	GKWR.I.E11	8	120			120															4	C+			4		4	C+			4												
12.	Directional thesis (bachelor's)	GKWR.I.E12	15	60			60																																	15	C+			4		
F	**Practice block**		4																																									
1.	outdoor	GKWR.I.F1	1													1																													
2.	practice	GKWR.I.F2	3																									3																	
	sum of the entire course of study		184	2591	396	540	1560	90	5	32		4	6	22	3	33		4	6	22	3	34		6	10	22		35		4	12	19		29		6	2	15		21		2		4		5
	checksums		184	2591	396	540	1560	90	5																																			
G	**Interdisciplinary block of subjects to choose from**																																												
	Courses to be chosen from other fields of study included in the plan of the interdisciplinary block of elective courses - the student may obtain additional ECTS points																																											

ECTS credits to choose from: which is #ADR! % of total ECTS.

* Bachelor's seminar: 6 hours of lectures per semester for all

** to choose from art studios and available studios of other faculties

*** to choose from among the available directional laboratories.

**** to choose from among the available study studios of other fields of study (Interior Architecture, Graphics, Media Art, Design)