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 2022/2023
Resolution No. 86/2022 of the Senate of the Academy of Art in Szczecin, date 27 May 2022

No.	subject	subject code	sum	total number of hours						Year I												Year II												Year III											
					in this					semester 1						semester 2						semester 3						semester 4						semester 5						semester 6					
			ECTS	sum	W	Ć	L	P	I	ECTS	credit	W	Ć	L	P	ECTS	credit	W	Ć	L	P	ECTS	credit	W	Ć	L	P	ECTS	credit	W	Ć	L	P	ECTS	credit	W	Ć	L	P	ECTS	credit	W	Ć	L	P	I
A	**General academic block**		18	330	90	240																																						
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																	C		2				C		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													
B	**Basic 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 vision	GKWR.I.B3	2	30	30					2	C+	2																															
4.	Basics of narrative and script writing	GKWR.I.B4	4	60	60																	2	C+	2				2	C+	2													
C	**Art block**		16	240		240																																					
1.	Basics of artistic techniques	GKWR.I.C1	8	120		120				4	C+		4			4	C+		4																									
2.	Selected art studio**	GKWR.I.C2	8	120		120																4	C+		4			4	C+		4													
D	**Workshop support techniques block**		21	315		60	255																																				
1.	Basics of working with game engines	GKWR.I.D1	8	120			120			4	C+			4		4	C+			4																									
2.	Programming basics	GKWRI.D2	6	90			90			3	C+			3		3	C+			3																									
3.	Basics of graphic design	GKWR.I.D3	4	60		60																						2	C+		2													
4.	Basics of sound design in games	GKWR.I.D4	3	45			45															3	C+			3																		
E	**Block of courses**		89	1215			1125	90																																				
1.	Game design basics	GKWR.I.E1	6	90			90			3	C+			3		3	C+			3																									
2.	Basics of virtual reality design	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 modelling	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	9	135			135															3	E			3		3	E			3		3	E			3					
8.	Selected studio 1***	GKWR.I.E8	16	180			180															5	E			4		5	E			4		6	E			4					
9.	Selected studio 2***	GKWR.I.E9	16	180			180															5	E			4		5	E			4		6	E			4					
10.	Selected complementary studio ****	GKWR.I.E10	12	180			180															4	E			4		4	E			4		4	E			4					
F	**Diploma block**		18	71	6		60		5																																		
1.	Thesis (Bachelor's degree)	GKWR.I.F1	14	60			60																																	14	C+			4		
2.	Undergraduate seminar*	GKWR.I.F2	1	6	6																																			1	C+	6*				
3.	Written thesis	GKWR.I.F3	3	5					5																																	3	C+					5
G	**Practice block**		4																																								
1.	Open air	GKWR.I.G1	1													1																												
2.	Practice	GKWR.I.G2	3																									3																
	total entire course of study		186	2471	396	540	1440	90	5	35		4	6	22	3	36		4	6	22	3	34		6	10	18		34		4	12	15		27		6	2	15		20		2		4		
	checksums		186	2471	396	540	1440	90	5																																		
G	**Interdisciplinary block of elective subjects**																																										
	Elective courses from other fields of study included in the plan of the interdisciplinary elective block - - the student may obtain additional ECTS credits																																										
			ECTS elective credits: 69																																										

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

** to be chosen from the art studios of other faculties

*** to choose from the available studios of the course of study CG&VR

**** to choose from among the available studios of the CG&VR faculty and the studios of other faculties (Interior Design, Graphics, Media Arts, Design)

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