



VIDEO GAME DESIGN

60 ECTS

1 YEAR

MASTER DEGREE

ERAMUS+

In our school, you will learn as you work on real projects which are designed to let the student acquire all the skills needed to success in a professional environment



VIDEO GAME DESIGN

i First semester – October January
Second semester – February May

Studying Video Game Design at ESADA will train you in the core skills of this sector through applied project work, supported by experienced industry professionals.

You will improve your interdisciplinary communication and collaboration skills through teamwork with students and professionals from other areas of video game development.

ESADA is an institution within the EHEA, young, vibrant and highly prepared to meet the challenges of current and future society. All our programmes are official and regulated by the Spanish Government and the Regional Ministry of Education.

We train professionals and leaders in different fields of Design. They are effectively prepared for their insertion into an increasingly demanding labour market.

ESADA is leader in various fields such as

- Betting in Project Based Learning (PBL) in all our degrees
- Promoting innovation and research projects, which place us at the forefront of design schools in Spain

All our efforts are focused to guarantee future employment for our students, this is our first priority in our educational project.

We are pleased to welcome our international students to our centre.

Our classes are taught in Spanish, therefore we recommend to have an A2 level of the language for its correct understanding.

FIRST YEAR SUBJECT ECTS					
FIRST SEMESTER SUBJECTS			SECOND SEMESTER SUBJECTS		
1V3A	3D Animation	1.5	1V3A	3D Animation	1.5
1VAT	Acoustic theory	1	1VAT	Acoustic theory	1
1VTSD	Technical sound design	1	1VTSD	Technical sound design	1
1VCPL	The C# programming language	1.5	1VCPL	The C# programming language	1.5
1VDTE	Development techniques and environments	1	1VDTE	Development techniques and environments	1
1VUE	Unity and its environment	2.5	1VUE	Unity and its environment	2.5
1VK2D	Keys to 2D design	2	1VK2D	Keys to 2D design	2
1V23VP	2D/3D video game programming	1.5	1V23VP	2D/3D video game programming	1.5
1V2CAV	2D creation and animation for video games	1	1V2CAV	2D creation and animation for video games	1
1VA	Algorithmics	1	1VA	Algorithmics	1
1VC3CE	Creation of 3D characters and environments	2.5	1VC3CE	Creation of 3D characters and environments	2.5
1VIMC	Innovation, marketing and communication	1.5	1VIMC	Innovation, marketing and communication	1.5
1VHEV	History and evolution of video games	2	1VHEV	History and evolution of video games	2
1VSC	Spanish class (optional)	4	1VMT	Master's thesis	20



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Consejería de Educación

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