

CURRICULUM

Valid from academic year 2025-2026

Faculty:	Faculty of Arts and Design
The cycle of university studies:	Masters
Name of the master's degree program:	Game art
Type of program¹:	Professional
Name of the qualification² acquired after graduation from the program:	Digital artist for video games
Title awarded:	Master's in Visual Arts
Duration of studies (in years):	2
Number of credits (ECTS):	120
Form of education:	Full-time education (FE)
Language:	English
Geographical location of your studies:	Timisoara, Romania
The framing of the study program in science fields	
Fundamental domain:	Arts and Humanities
Branch of science:	Arts
Master's degree:	Visual Arts
<u>Broad</u> field of study (according to DL-ISCED F-2013):	02 Arts and Humanities
Name of the <u>narrow</u> field of study (according to DR-ISCED F-2013):	021 Arts
<u>Detailed</u> field of study (according to DDS-ISCED F-2013):	0211 Audio-visual techniques and media production

¹ Professional / Research / Didactic

² *Qualification (qualification)* is the formal outcome of an assessment and validation process, which is obtained when a competent body/authority determines that a person has achieved learning outcomes corresponding to predetermined standards. Qualifications acquired by graduates of higher education study programs are attested by diplomas, certificates and other evidence of qualifications issued only by accredited higher education institutions.

OVERVIEW OF THE UNDERGRADUATE PROGRAM

1. Mission of the study program³

The mission of the Game art (Art for Digital Games) university study program is creation, applied research and education, generating and transferring knowledge to society through:

- a) Individual and collective creation of performance in the Game art (Art for Digital Games) specialization
- b) Development of applied research in the Game art (Art for Digital Games) specialization, as well as the national and international valorization and dissemination of the results of this applied research;
- c) Training at the level of master's studies, leading to:
 - Professional definition and personal fulfillment of graduates;
 - Professional insertion of graduates;
 - Meeting the skills needs for digital art resources in the field of video games and other related media productions, in conjunction with the cultural environment and national and regional creative industries.

The mission of the Master's degree program Game art (Art for digital games) is realized in the following objectives:

³ The mission and objectives of the study program must be in line with the mission of the West University of Timisoara and with the requirements identified on the labor market.

According to the [University Charter](#) (Article 5), the general mission of the UVT is advanced scientific research and education, generating and transferring knowledge to society by:

- a) initial and continuing undergraduate and postgraduate training for the professional and personal development of students, doctoral students and trainees, as well as for the integration of graduates into the labor market and to meet the skills needs of the socio-economic environment;
- b) scientific research, development, innovation and technology transfer, through individual and collective creation, relevant to the advancement of knowledge and the socio-economic environment;
- c) community involvement, through joint activities for the benefit of the university and the social, economic and cultural environment.

UVT assumes its own mission as a catalyst for the development of Romanian society by creating an innovative and participatory environment of scientific research, learning, cultural and artistic creation and sports performance, transferring skills and knowledge to the community through education, research and consulting services that it offers to partners in the economic and socio-cultural environment, as well as by training and promoting democratic values, the rule of law and fundamental rights and freedoms, preparing active and involved citizens in society.

The realization of the mission of the UVT is concretized in (Article 6 of the UVT Charter):

- promoting scientific research, development and innovation, technology transfer, literary and artistic creation and sporting performance;
- initial and continuous training of qualified and highly qualified human resources;
- developing the critical thinking and creative potential of members of the university community;
- the creation, the hoarding and dissemination of the values of human culture and civilization;
- promotion of multicultural, multilingual and interfaith interferences;
- the affirmation of Romanian culture and science in the world circuit of values;
- the development of Romanian society within the framework of a free and democratic constitutional state;
- affiliation to European university alliances.

- a) Promoting creation and applied research of performance targeting digital art in the field of video games and other related media productions;
- b) Training at the level of master's studies of qualified human resources for digital art in the field of video games and other related media productions;
- c) Stimulating the results of critical thinking and the creative potential of members of the university community within the European University Consortium "UNITA".

2. Expected competences and learning outcomes formed within the study program

A. SKILLS⁴

Key competences:⁵

- Multilingual competence;
- Digital competence;
- Personal, social and learning to learn competence;
- Cultural awareness and expression competence.

Professional skills:⁶

- Identify, interpret and creatively apply at an advanced level established and avant-garde methods, techniques and work tools from an international level, as well as the data resulting from the in-depth research of the language specific to the master's program.
- Elaborate and interpret contemporary theories, concepts, models and methods of critical analysis and evaluation, applied to video game design, considering the wider context of the visual arts and the wider implications within society.
- Expanding and perfecting the professional experience by probing in depth new conceptual approaches of a technical and stylistic nature in the field of creating resources for the domain of video games, diversifying specific languages and technologies, applying and transferring the information and conceptual, technical and communication skills necessary for the research activity.

⁴ *Competence* is the demonstrated ability to select, combine and make appropriate use of personal, social and/or methodological knowledge, skills and abilities and other acquired values and attitudes, for the successful resolution of a given set of work or learning situations, and for professional or personal development in an effective and efficient way.

⁵ *The key competences for lifelong learning* are those competences that all citizens need for personal fulfilment and development, employment, social inclusion and active citizenship, and are developed in a lifelong learning perspective, starting from early childhood and throughout adult life, through formal, non-formal and informal learning.

⁶ *Occupational competences* are the ability to perform the activities required in the workplace to the level of quality specified in the occupational standard. They are acquired formally, i.e. by completing a program organized by an accredited institution.

- Critical-constructive analysis of concepts, theories, models and practices in the field of video games in the context of contemporary society, understanding the contemporary phenomenon of trends in video game design integrated with trends in society, culture, contemporary art.
- The ability to develop and carry out presentation and promotion projects for personal artistic creations by involving advanced specialized knowledge of data about contemporary society, integrating knowledge from related fields, and through a description of the creative vision;
- Apply 3D imaging techniques - implement a variety of techniques such as digital sculpting, curve modelling and 3D scanning to create, edit, preserve and use 3D images, such as point clouds, 3D vector graphic and 3D surface shapes.
- Create 3D environments - develop a computer-generated 3D representation of a setting such as simulated environment, where the users interact.
- Create 3D texture map - add detail, colour or surface texture to a computer-based 3D-model or graphic.
- Create 3D characters - develop 3D models by transforming and digitising previously designed characters using specialised 3D tools
- Develop creative ideas - developing new artistic concepts and creative ideas.
- Operate 3D computer graphics software - use graphical ICT tools, such as Autodesk Maya, Blender which enable digital editing, modelling, rendering and composition of graphics. These tools are based in mathematical representation of three-dimensional objects.
- Migrate existing data - apply migration and conversion methods for existing data, in order to transfer or convert data between formats, storage or computer systems.
- Render 3D images - use specialised tools to convert 3D wire frame models into 2D images with 3D photorealistic effects or non-photorealistic rendering on a computer.
- Use polygonal modelling - represent 3D models by using line segments to connect vertices in order to create polygonal mesh on surfaces.
- Gather reference materials for artwork - gather samples of the materials you expect to use in the creation process, especially if the desired piece of art necessitates the intervention of qualified workers or specific production processes.
- Contextualise artistic work - identify influences and situate your work within a specific trend which may be of an artistic, aesthetic, or philosophical natures. Analyse the evolution of artistic trends, consult experts in the field, attend events, etc.
- Convert into animated object - convert real objects into visual animation elements, using animation techniques such as optical scanning.
- Develop animations - design and develop visual animations using creativity and computer skills. Make objects or characters appear lifelike by manipulating light, colour, texture, shadow, and transparency, or manipulating static images to give the illusion of motion.

- Create digital images - create and process two-dimensional and three-dimensional digital images depicting animated objects or illustrating a process, using computer animation or modelling programs.
- Create pen-and-paper images - draw pen-and-paper images and prepare them to be edited, scanned, coloured, textured and digitally animated.
- Use specialised design software - developing new designs mastering specialised software.
- Create digital drawings and sculptures with realistic physiognomic details using anatomical studies;
- Review scenarios and animations emphasizing their importance in the scripting process.
- Compose digital game story - create a digital game story by writing out a detailed plot and storyboard with descriptions and gameplay objectives.
- Create digital game characters - develop a typology of characters for digital games and identify their exact role in the gameplay and the narrative.
- Create software design - transpose a series of requirements into a clear and organised software design.
- Define technical requirements - specify technical properties of goods, materials, methods, processes, services, systems, software and functionalities by identifying and responding to the particular needs that are to be satisfied according to customer requirements.
- Design process - identify the workflow and resource requirements for a particular process, using a variety of tools such as process simulation software, flowcharting and scale models.
- Specify digital game scenes - describe scenes of digital games by communicating and cooperating with artistic crew, designers and artists to define the scope of the game's virtual environments.
- Formulate game rules - compose a series of rules as to how to play a game.
- Manage online content - ensure the website content is up to date, organised, attractive and meets the target audience needs, the requirements of the company and international standards by checking the links, setting the publishing time framework and order.
- Design graphics - apply a variety of visual techniques to design graphic material. Combine graphical elements to communicate concepts and ideas.
- Use markup languages - utilise computer languages that are syntactically distinguishable from the text, to add annotations to a document, specify layout and process types of documents such as HTML.
- Assess the impact of previous design decisions on modern game design;
- Deeply explores the process of writing a screenplay and storyboard for digital games and coherently differentiates between all the stages involved.

- Ensure visual quality of the set - inspect and amend the scenery and set-dressing to make sure the visual quality is optimal with in constraints of time, budget and manpower.
- Create original drawings - create original drawings, based on texts, thorough research and discussion with authors, journalists and specialists.
- Create storyboards - apply story development and plot lines and edit animations to create storyboards that render the flow of the animation. Map out key scenes and develop characters.
- Use communication equipment - set up, test and operate different types of communication equipment such as transmission equipment, digital network equipment, or telecommunications equipment.
- Create set models - create three-dimensional models of the envisioned set layout.

Transversal skills:⁷

a) Personal skills:

- Taking responsibility and autonomy in solving tasks.
- Competence to meet deadlines.
- The competence to analyze, synthesize and make decisions responsibly.
- Creativity and critical and innovative thinking.
- Flexibility and adaptability.
- Complex information processing.
- The competence to effectively use technology and digital resources.
- Ethics and Integrity.
- Orientation towards objectives/results.
- Strategic planning.
- Discuss artwork - introduce and discuss the nature and content of art work, achieved or to be produced with an audience, art directors, catalogue editors, journalists, and other parties of interest.
- Define artistic approach - define your own artistic approach by analysing your previous work and your expertise, identifying the components of your creative signature, and starting from these explorations to describe your artistic vision. – 2166.5
- Have computer literacy - utilise computers, IT equipment and modern day technology in an efficient way.
- Develop design concept - research information to develop new ideas and concepts for the design of a specific production. Read scripts and consult directors and other production staff members, in order to develop design concepts and plan productions.

⁷ *Transversal competences* represent the value and attitudinal acquisitions that go beyond a specific field/program of study and are expressed by the following descriptors: autonomy and responsibility, social interaction, personal and professional development.

- Monitor developments in technology used for design - identify and explore recent developments in technology and materials used in the live performance industry, in order to create an up-to-date technical background for one's personal design work.
- Adapt existing designs to changed circumstances - Adapt an existing design to changed circumstances and ensure that the artistic quality of the original design is reflected in the final result.

b) Interpersonal skills:

- Competence to efficiently work with teams
- Orientation towards the needs of the community.
- Build business relationship - establish a positive, long-term relationship between organisations and interested third parties such as suppliers, distributors, shareholders and other stakeholders in order to inform them of the organisation and its objectives.
- Analyse business requirements - study clients' needs and expectations for a product or service in order to identify and resolve inconsistencies and possible disagreements of involved stakeholders.
- Create concept of digital game - develop and communicate every aspect of overall game vision. Communicate and collaborate with technical crew, artistic and design teams to implement the game vision.

c) Global citizenship competences:

- Capacity for ethnic and intercultural understanding.
- Tolerance and respect for diversity.
- Critical thinking on the functioning of democratic society.
- Respect for national values and laws, but also for European/international ones.

B. EXPECTED LEARNING OUTCOMES⁸

a) Knowledge⁹ - According to *the European Qualifications Framework (EQF)*, the learning outcomes of **level 7 qualifications**, corresponding to Master's level studies, require *highly specialized knowledge and critical awareness, some of which is at the forefront of knowledge in a field of work or study, as a basis for original thinking and/or research:*

1. The history of video games, artistic trends and their contemporary developments;

⁸ *Learning outcomes* are statements that refer to what a learner knows, understands and is able to do at the end of a learning process and are defined as knowledge, skills, responsibility and autonomy.

⁹ *Knowledge* is the result of assimilating information through learning. Knowledge is the body of facts, principles, theories and practices related to a particular field of work or study. Knowledge is described as theoretical and/or factual. Knowledge is expressed by the following descriptors: knowing, understanding and using specific language, explaining and interpreting.

2. The classification of video games based on their interaction with game environments, such as simulation games, strategy games, adventure games and arcade games; the different genres and narratives existing in the world of games;
3. The process of adding diverse digital content (such as images, 3D objects, etc.) to surfaces that exist in the real world. The user can interact in real time with the technology using devices such as mobile phones, AR glasses, etc.;
4. The process of reproducing 3D objects using 3D printing technologies;
5. The process of adding and digital effect that simulates lighting in a 3D environment in order to create context scenes;
6. The process of adding and simulating lighting in the context of a concept illustration;
7. The process of digital painting and applying a type of texture to a 2D, 3D image or in the context of a concept illustration;
8. Thematic adaptation processes, creation of 3D objects and their use for the purpose of rendering concept illustrations;
9. Advanced 3D implementation methods specific to the implementation of spaces, landscapes, objects and vehicles;
10. The process and principles of 2D and 3D animation, such as body movement, kinematics, etc.;
11. Aspects of 2D and 3D animation for use in expressing concepts of space, landscape, object, vehicle;
12. Game engines as specialized visualization and interaction tools, designed for rapid iteration of computer games;
13. Recent trends, developments and innovations in modern visualization and modeling technologies in the virtual environment.

b) Skills¹⁰ - According to the *European Qualifications Framework (EQF)*, the learning outcomes of **level 7 qualifications**, corresponding to Master's level studies, require *specialized skills for solving research and/or innovation problems, developing new knowledge and procedures and integrating knowledge from different fields*:

1. Appreciate a fair contextualization of the result of the concept art process;
2. Apply at an advanced level and on precise topics the principles of visual communication;
3. Use specialized graphic tools that allow digital editing, modeling, rendering and graphic composition. These tools are based on the mathematical representation of three-dimensional objects;
4. Research information to develop new ideas and concepts for the design of a particular production. Read scripts and consult with directors and other production staff to develop ideas and concepts for later stages of a project (digital game, animation, film production);

¹⁰ *Skill* is the ability to apply and use knowledge to accomplish tasks and solve problems. Skills are described as either cognitive (involving the use of logical, intuitive and creative thinking) or practical (involving manual dexterity and the use of methods, materials, tools and instruments). Skills are expressed by the following descriptors: application, transfer and problem solving, critical and constructive reflection, creativity and innovation.

5. Apply a variety of visual techniques to design graphic material and combine graphic elements to communicate concepts and ideas;
6. Develop new artistic concepts and creative ideas;
7. Develop 3D models by transforming and digitizing previously designed characters and objects using specialized 3D tools;
8. Develop a computer-generated 3D representation of a set, such as the simulated environment in which users interact;
9. Develop a representation based on traditional and digital techniques of characters, objects or landscapes, that clearly conveys aesthetic, morphological and functional content information;
10. Represent 3D models using line segments to connect points and edges to create a polygonal network on surfaces;
11. Create and process two-dimensional digital images and three-dimensional images depicting animated objects or illustrating a process, using computer animation or modeling programs;
12. The graduate can create optimized models for their subsequent use within a large-scale project;
13. Create a digital game story by writing a detailed plot and a storyboard with game descriptions and objectives.

c) Responsibility and Autonomy¹¹ - According to *the European Qualifications Framework (EQF)*, the learning outcomes for **level 7 qualifications**, corresponding to Master's level studies, involve *managing and transforming work or learning situations that are complex, unpredictable and require new strategic approaches, by taking responsibility for contributing to professional knowledge and practice and/or reviewing the strategic performance of teams*:

1. Work both within a complex team and in a context of full autonomy, when assuming all creative decisions and project responsibility;
2. Make decisions appropriate to the hierarchical level at which they operate and assume responsibility towards higher hierarchical levels;
3. Develop critical analysis skills when evaluating both modern and past games;
4. Understand the available digital environments related to gaming not only from the player's point of view, but also from the point of view of a game producer;
5. Change the approach in unpredictable situations such as unexpected and sudden changes in needs or trends, by modifying strategies and adapting naturally to these circumstances;
6. Interpret the disciplines of study theoretically and practically, with a view to personal development;
7. Explore, in depth, the process of writing a script and storyboard for a game, differentiating between all the stages involved and analyzing the key components and concepts that should be found in a script;
8. Specify useful resources for project documentation;

¹¹ *Responsibility and autonomy* means the learner's ability to apply knowledge and skills autonomously and responsibly.

9. Appreciate the workload and personal involvement in completing the project;
10. Develop a phasing of the objectives to be achieved to obtain the results assumed in the project;
11. Respect the previously established deadlines related to the developed project;
12. Deduce from their own experience the time consumption necessary to achieve the result;
13. Keep an artistic portfolio to show their own styles, interests, skills and achievements;
14. Perform self-promotion;
15. Effectively express their own point of view, formally and informally, on their own approach to achieving objectives and results;
16. Applies the code of ethics for the professional activity in which he is qualified;
17. Respects the rights and obligations from the perspective of norms and regulations in the field of labor and intellectual property;

3. Occupations that can be practiced on the labor market

- *Digital games designer – ESCO code 2166.6*
- *Digital artist – ESCO code 2166.5*
- *3D modeler – ESCO code 2166.1*
- *Other occupations for which the program forms competences:*
- *Performance video designer – ESCO code 2166.12*
- *Drawing artist – ESCO code 2651.6*
- *Video artist – ESCO code 2651.11*
- *Production Designer – ESCO code 2654.1.5*

4. Providing flexible learning pathways within the study program

The flexibility of the study program is ensured through optional subjects, electives and complementary subjects.

The elective (optional) subjects are proposed for the 3rd semester and are grouped in **optional packages**, which complete the student's specialization path. The choice of the path is made by the student before the beginning of the academic year to which the semesters containing the optional subjects or packages of optional subjects belong. The Master's degree program benefits from a total of 224 hours of optional subjects.

These subjects are:

Year 1

Script and storyboard

Hard surface modelling

Year 2

Game engines, interaction and visualization

Animation techniques for digital games

The above subjects become mandatory when the student's option is confirmed by the study contract.

In accordance with the provisions of the Regulation on the development of curricula for study programs at the West University of Timișoara, so that students can benefit **from ECTS for volunteering activities** based on the provisions of the Higher Education Law no. 199/2023, as subsequently amended and supplemented (article 127, paragraph (9)), the Volunteering discipline is available each semester in the curricula of all bachelor's and master's degree university study programs, with the status of an optional discipline, with a number of 2 ECTS credits.

Optional disciplines can also be chosen from the packages offered by other faculties of UVT.

Within the optional disciplines, the student can customize his learning path by completing the **Complementary Discipline in the field of Visual Arts**. This is offered every semester and can be chosen from a package of disciplines proposed by the faculty, having an interdisciplinary content, but complementary to the specifics of the study program followed by the student.

5. Professional activity and student assessment

The rights, obligations and conditions for the professional activity of students at the West University of Timisoara are regulated by the *Code of Student Rights and Obligations and the Regulation on the professional activity of students at the bachelor and master degree programs of the UVT*, approved by the Senate of the UVT.

The form and methods of assessment/examination for each subject in the curriculum are set out in the subject descriptions.

6. Final exam

In accordance with the *Regulation on the organization and conduct of the exams for the completion of bachelor's and master's degree studies at the West University of Timisoara*, approved by the Senate of the UVT, the exam for the completion of master's degree studies at any master's degree program organized at the UVT consists of a test of elaboration and submission of the dissertation, for which **10 credits** are awarded.

The syllabus and bibliography for the final exams are published on the website of each faculty and/or on the UVT website before the beginning of each academic year.

Registration for the final exam is conditional on the student choosing the subject of the final paper no later than 60 days from the beginning of the academic year of the final year of studies.

The submission of the final version of the final paper on the e-learning platform must be done at least 5 working days before the scheduled starting date of the exam.

Each dissertation will be accompanied, at the time of submission, by the *Similarity Report* resulting from the verification of the originality of the dissertation through a specialized software, on the UVT e-learning platform.

Regulation on the organization and conduct of final exams for bachelor's and master's degrees at the Faculty of Arts and Design provides for:

- Approval of the creative and conceptual-theoretical approach of the dissertation work by a Pre-Dissertation Committee established at the level of the study program;
- The Pre-Dissertation Committee is composed of the teaching staff of the study program and any external collaborators with guest status, with the participation of the student and the dissertation coordinator, as well as in the open presence of the other students within the study program;
- The Committee has the role of validating or rejecting the projects presented (if they do not meet the minimum level descriptors for the competencies provided for by the specialization);
- Dissertation approval sessions take place on the deadlines established and announced at the level of the study programs, as appropriate, 1-4 times a year.

In accordance with the structure of the academic year, at UVT the final exams can be organized in 3 sessions, usually in July, September and February.

7. Preparation for the teaching profession (*if applicable*)

Students who wish to opt for a teaching career in pre-university education must take (complementary to the present study program) and complete the *Psycho-pedagogical Training Program for the certification of competences for the teaching profession* and obtain the Certificate of Completion of this program. In the West University of Timisoara this program is organized through the Department for the Preparation of Teaching Staff (DPPD) and can be followed in parallel with undergraduate or postgraduate studies. For more information, please visit: <https://dppd.uvt.ro/>.

LIST OF SUBJECTS STUDIED, GROUPED BY YEAR AND SEMESTER

Study Year I

Academic year 2025-2026

No.	Discipline	C1	C2	Disciplinary code	Semester I 14 weeks					Semester II 14 weeks				
					Number of hours/week				Number of credits	Number of hours/week				Number of credits
					C	S	L	P	Cr	C	S	L	P	Cr
1.	Concept Art and illustration I	DS	DOB	FADMAGD 1101	1		1		6					
2.	Concept Art and illustration II	DS	DOB	FADMAGD 1201						1		1		6
3.	Character Creation I	DS	DOB	FADMAGD 1102	2		2		6					
4.	Character Creation II	DS	DOB	FADMAGD 1202						2		2		6
5.	3D Digital Environments and Props I	DS	DOB	FADMAGD 1103	1		1		6					
6.	3D Digital Environments and Props II	DS	DOB	FADMAGD 1203						1		1		5
7.	Research ethics	DC	DOB	FADMAGD 1204	1	1			2					
8.	Artistic Anatomic studies I	DF	DOB	FADMAGD 1105	1		1		4					
9.	Artistic Anatomic studies II	DF	DOB	FADMAGD 1205						1		1		3
10.	Hard surface modeling I	DS	DOP *	FADMAGD 1106	1		1		6					
	Script and storyboard I			FADMAGD 1107										
11.	Hard surface modeling II	DS	DOP *	FADMAGD 1206						1		1		4

No.	Discipline	C1	C2	Disciplinary code	Semester I 14 weeks					Semester II 14 weeks				
					Number of hours/week				Number of credits	Number of hours/week				Number of credits
					C	S	L	P	Cr	C	S	L	P	Cr
	Script and storyboard II/ Scenariu și Storyboard II			FADMAGD 1107										
12.	History of Digital Games I	DS	DOB	FADMAGD 1207						1	1			2
13.	Specialized internship	DS	DOB	FADMAGD 1208						120/sem				4
TOTAL					7	1	6		30	7	1	6		30
Total teaching hours per week					14					14				

* the option is expressed according to the principle 1 of 2

Optional subjects														
No. crt.	Discipline	C1	C2	Disciplinary code	Semester I					Semester II				
					Number of hours/ week				Number of credits	Number of hours/ week				Number of credits
					C	S	L	P		C	S	L	P	
1.	Volunteering I	DC	DFA	FADMAGD 1109				60/sem	2					
2.	Volunteering II	DC	DFA	FADMAGD 1209									60/sem	2
3.	Complementary Discipline in the field of Visual Arts I	DS	DFA	FADMAGD 1110	1		1		2					
4.	Complementary Discipline in the field of Visual Arts II	DS	DFA	FADMAGD 1210						1		1		2

Second year of studies

Academic year 2026-2027

No.	Discipline	C1	C2	Disciplinary code	Semester I 14 weeks					Semester II 12 weeks				
					Number of hours/week				Number of credits	Number of hours/week				Number of credits
					C	S	L	P		Cr	C	S	C	
1.	Methodology of research for Master’s thesis (Final Project I)	DF	DOB	FADMAGD 2101	1	1			3					
2.	Dissertation development	DF	DOB	FADMAGD 2201									4+30	3
3.	Concept Art and illustration III Concept Art și Ilustrații III	DS	DOB	FADMAGD 2102	1		1		6					
4.	Concept Art and illustration IV	DS	DOB	FADMAGD 2202						1		1		7
5.	Character Creation III	DS	DOB	FADMAGD 2103	2		2		6					
6.	Character Creation IV	DS	DOB	FADMAGD 2203						2		2		7
7.	3D Digital Environments and Props III	DS	DOB	FADMAGD 2104	1		1		6					
8.	3D Digital Environments and Props IV/	DS	DOB	FADMAGD 2204						1		1		7
9.	Game engines, interaction and visualization I	DS	DOP *	FADMAGD 2106	1		1		6					

No.	Discipline	C1	C2	Disciplinar y code	Semester I 14 weeks					Semester II 12 weeks				
					Number of hours/week				Number of credits	Number of hours/week				Number of credits
					C	S	L	P	Cr	C	S	C	P	Cr
	Animation techniques for digital games I			FADMAGD 2107										
10.	Game engines, interaction and visualization II	DS	DOP *	FADMAGD 2206						1		1		6
	Animation techniques for digital games II			FADMAGD 2207										
11.	History of Digital Games II	DS	DOB	FADMAGD 2108	1	1			3					
Dissertation writing 2 weeks/sem. II														
TOTAL					7	2	5		30	5		5	4	30
Total teaching hours per week					14					14				

* the option is expressed according to the principle 1 of 2

*the 30 hours related to the dissertation writing are for the entire semester, unevenly distributed

Optional subjects														
No. crt.	Discipline	C1	C2	Disciplinar y code	Semester I					Semester II				
					Number of hours/ week				Numbe r of credits	Number of hours/ week				Numb er of credits
					C	S	L	P	credits	C	S	L	P	credits
1.	Volunteering III	DC	DFA	FSPDS030				60/sem	2					
2.	Volunteering IV	DC	DFA	FSPDS031									60/s em	2
3.	Complementary Discipline in the field of Visual Arts I	DC	DFA	FADMAGD 2110	1		1		2					
4.	Complementary Discipline in the field of Visual Arts II	DC	DFA	FADMAGD 2210						1		1		2

Legend

C1	content criteria
C2	mandatory criteria
DF	fundamental subjects
DS	specialisation subjects
DC	complementary subjects
DOB	andatory subjects
DOP	elective subjects
DFA	optional subjects
CP	professional competence
CT	transversal competence
C	lecture-type teaching activity
S	seminar-type teaching activity
L	laboratory/practical work teaching activity
P	traineeship-type teaching activity

Subject code: <faculty><department><subject number>

Responsible for the study program,
Conf. univ. dr. Alexandru Bunii

Department director,
Prof. univ. dr. Iosif Mihailo

Dean,
Prof. univ. dr. Diana Ornella Andreescu

Rector,
prof. univ. dr. Marilen Gabriel PIRTEA

GENERAL BALANCE SHEET I (by content criteria)

Nr. crt.	Subject type	Total number of hours							
		Year I		Year II		Whole study program			% of total
		Cours e	S/L/P	Cours e	S/L/P	Cours e	S/L/P	Total	
1.	Fundamentals	14	28	14	92	54	66	120	16,09 %
2.	Specialisation	168	288	144	144	312	432	744	80,87 %
3.	Complementary	14	14	0	0	14	14	28	3,04%
TOTAL		196	316	132	262	328	578	906	100%

GENERAL BALANCE SHEET II (according to the mandatory criteria)

Nr. crt.	Subject type	Total number of hours							
		Year I		Year II		Whole study program			% of total
		Cours e	S/L/P	Cours e	S/L/P	Cours e	S/L/P	Total	
1.	Mandatory	168	288	132	210	300	498	798	88,08%
2.	Elective	28	28	26	26	54	54	108	11,92%
TOTAL		196	316	158	236	354	552	906	100%
3.	Optional	28	148	28	148	56	296	352	Not included in totals
Total ratio of (S/L/P) / course hours						0,64			

CORRELATION BETWEEN COMPETENCES, EXPECTED LEARNING OUTCOMES AND STUDYED SUBJECTS

- [Correlation of expected learning outcomes with the subjects studied;](#)
- [Correlation of expected learning outcomes with key, professional and transversal skills.](#)