



COLLEGIUM
DA VINCI

 cdv.pl

STUDY
PROGRAMME

Game Development

Level of studies

**First-cycle degree
programme**

Title

**Bachelor's
degree**

Language of instruction

English

Study mode

Full-time

Duration

3 years

Programme cycle

2026 - 2029



Game Development

STUDY PROGRAMME

Interdisciplinary modules

6 modules | 243 hours

This is a general education block. It will provide you with the very universal competences that nowadays no good professional can do without, regardless of the business sector. These include: 2 individual predisposition and talent tests, tutoring (i.e. mentoring in development), a foreign language of your choice.

Area: general knowledge and competences

Profile: common to all undergraduate students

Status: compulsory, according to the list

Number of hours: 243 (full-time)

Duration: 1-4 semester

[Go to these modules](#)

Study programme modules

18 modules | 805 hours

This is a set of practical subjects closely related to the course you are studying. A solid core curriculum that will provide you with the latest knowledge and key skills needed in the industry.

Area: industry-specific knowledge and competences

Profile: common to all students in this course

Status: compulsory, as listed

Number of hours: 805 (full-time)

Duration: 1-6 semester

[Go to these modules](#)

① **Total number of hours: 2572***
*including 60 hours of physical education

Details of the number of hours are available in the **BIP** (Public Information Bulletin).

Game Development

STUDY PROGRAMME

Elective modules

10 modules | 500 hours

This is a set of subjects that you choose by yourself - according to your needs and interests. You have dozens of subjects at your disposal - both in disciplines directly related to your field of study and interdisciplinary. They allow you to determine the content of your own education.

Area: Branch-related and interdisciplinary knowledge and competences

Profile: individual for each student

Status: individually selected from a list*

Number of hours: 500 (full-time)**

Duration: 1-6 semester

*Each academic year the list of available modules is slightly different. We modify it for our students in response to the popularity of their chosen subjects and changing market trends.

**During your studies you choose 10 modules, each of 5 ECTS credits

[Go to these modules](#)

Internships

3 modules | 964 hours

Full-time student internship in a company of your choice. Essential and highly valuable experience on your educational path. Your first steps in your profession under the guidance of more experienced colleagues in the industry.

Area: practical work experience

Profile: individual for each student

Status: individually selected*

Number of hours: 964 (full-time)

Duration: 2-6 semester

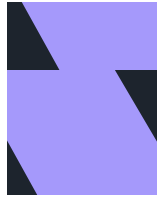
*You will be assisted in gaining them by the university's Career Office, which will facilitate your contact with companies cooperating with the university.

[See more](#)

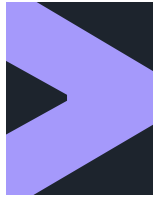
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Name of the subject / course	Credit	Semester	ECTS	Teaching hours
1 Introduction to studying	Z	1	1	23
1 Introduction to studying	Z			23
2 Language module I	O	2	5	50
1 Foreign language	O			40
2 Foreign language e-learning	O			10
3 Language module II	O	3	5	50
1 Foreign language	O			40
2 Foreign language e-learning	O			10
4 Language module III	E	4	5	50
1 Foreign language	O			40
2 Foreign language e-learning	O			10
5 Humanities module	O	1	5	50
1 Ethical dilemmas	O			25
2 Critical analysis of the contemporary world	O			25
6 Group tutoring	Z	2	4	20
1 Group tutoring	Z			12
2 Individual tutoring	Z			8
Total			25	243



Name of the subject / course	Credit	Semester	ECTS	Teaching hours
1 Game media	O	1	5	50
1 History of games	O			15
2 Games as media	O			35
2 Game graphics	O	1	5	50
1 2D game graphics	O			25
2 3D game graphics	O			25
3 Game design and programming I	O	1	5	50
1 Introduction to game design and production	O			25
2 Introduction to game programming	O			25
4 Narrative and storytelling in games	O	2	5	50
1 Introduction to narrative and storytelling	O			15
2 Game narrative and story design	O			35
5 Game audio	O	2	5	50
1 Introduction to game audio	O			50
6 Communication and marketing in interactive media	O	2	5	50
1 Human – new media communication	O			25
2 Game communication and marketing	O			25
7 Game programming II	O	2	5	50
1 Programming in game engines	O			50
8 Game design II	w	2	5	50
1 Designing game elements	O			50
9 Game animation	O	3	5	50
1 2D game animation	O			25
2 3D game animation	O			25
10 Game design studio I	O	3	5	50
1 Introduction to project and quality management	O			5
2 Project and quality management	O			45



Name of the subject / course	Credit	Semester	ECTS	Teaching hours
11 Mobile and networked games	O	3	5	50
1 Mobile game design	O			25
2 Online game design	O			25
12 AR/VR experience design	O	4	5	50
1 AR/VR experience design	O			50
13 Game design studio II	O	4	5	50
1 Interactive project development	O			40
2 Project presentation and analysis	O			10
14 Proseminar	Z	4	1	5
1 Proseminar	Z			5
15 Game production workshop	O	5	5	50
1 Game production workshop	O			50
16 Game design studio III	O	5	5	50
1 Copyright law and the game market	O			10
2 Portfolio development and the game industry	O			40
17 Diploma seminar I	O	5	5	25
1 Diploma seminar I	Z			10
2 Diploma team project I	O			15
18 Diploma seminar II	O	6	5	25
1 Diploma seminar II	Z			10
2 Diploma team project II	O			15
Total			86	805



Elective modules proposed in the academic year 2025/2026

Course modules

Advanced artificial intelligence	Advanced mobile application development	Advanced object oriented programming
Basics of accelerating applications with NVIDIA CUDA in C/C++	Boardroom Global Challenge	Building single page applications
Concurrent programming	Content management system	Digital immersion
Excel 365 for programmers and analysts	IT Project management	Modern advanced JavaScript/ TypeScript
Music in video games	Symfony framework: from scratch to REST API	The Modelling Toolbox
UX/UI - design process of digital products		



Internships

Nazwa przedmiotu / kursu	Zaliczenie	Semestr	ECTS	Godziny dydaktyczne
1 Introduction to work placements	Z	2	0	1
1 Meeting with the coordinator	Z			1
2 Building a career development path (iP121)	Z	4	0	3
1 Building a career development path (iP121)	Z			3
3 Work placement	Z	6	33	960
1 Work placement at an employer	Z			960
Total			33	964



Physical education

You definitely won't be without PE classes as well. You'll take a total of 60 hours of physical education classes in semesters 1 and 2. You'll have a choice of gym, spinning, yoga, squash, table tennis - depending on your strength and mood.

Are you looking for additional and more detailed information?

Details of the number of hours are available in the [BIP](#) (Public Information Bulletin).