

**CURRICULUM**  
Master Degree Program  
**Computer games**

Specialty: Design of Children's Environment

№ of order	Titles of disciplines	Total hours	Breakdown by courses and semesters							
			I year				II year			
			I semester		II semester		III semester		IV semester	
			Number hours	credits	Number hours	credits	Number hours	credits	Number hours	credits
1	2	3	4	5	6	7	8	9	10	11
<b>I.</b>	<b>COMPULSORY DISCIPLINES</b>									
1.	Three-dimensional modeling	360	90	4	120	5	150	7		
2.	• Technological platform	180			60	4	120	6		
3.	Texturing	180	60	3	60	3	60	4		
4.	Creating an environment	180	60	3	60	3	60	4		
5.	Modeling of character	135	45	3	45	3	45	3		
6.	Kinematics of character	90	30	2	30	2	30	2		
7.	Art management	60	30	2	30	2				
8.	Art history	60	30	2	30	2				
9.	Psychology of creativity	60	30	2	30	2				
10.	Development of computer games	60	30	2	30	2				
11.	Documentation of the project	30	30	2						
12.	Conceptual drawing	60	30	2	30	2				
13.	Color and lighting	60			30	2	30	2		
14.	Digital photography	30	30	2						
15.	History of computer games	30					30	2		
	<b>Total for I year MA</b>	<b>1050</b>	<b>495</b>	<b>29</b>	<b>555</b>	<b>32</b>				
16.	Design and realization of thesis	525							525	15
17.	Diploma defence									15
	<b>Total for II year MA</b>	<b>1050</b>					<b>525</b>	<b>30</b>	<b>525</b>	<b>30</b>
	<b>Total:</b>	<b>2100</b>	<b>525</b>	<b>30</b>	<b>525</b>	<b>30</b>	<b>525</b>	<b>30</b>	<b>525</b>	<b>30</b>