

PLAN DE ÎNVĂȚĂMÂNT

Programul de studii univ. de master:

GAME DEVELOPMENT

Tipul de masterat:

profesional

Domeniul fundamental (DFI):

ENGINEERING SCIENCES

Ramura de stiinta (RSI):

SYSTEMS ENGINEERING, COMPUTERS AND INFORMATION TECHNOLOGY

Domeniul de licenta (DL):

SYSTEMS ENGINEERING

Durata studiilor / Numărul de credite:

2 ani / 120 credite

Forma de învățământ:

IF - Invatamant cu frecventa

Domeniul de studii universitare de master (DSU_M):

SYSTEMS ENGINEERING

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DECAN,
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Misiunea programului de studii:

Creating specialists able to develop video games and market them as entrepreneurs

Obiectivele programului de studii:

1. Offering graduates a specialization dedicated to deepening the field of video game development (OP1),
2. Offering modern skills in video game design, analysis and implementation, including 2D/3D game art, game sound and music, game business and marketing (OP2),
3. Researcher skills training for graduates of the bachelor cycle in the field of video game development (OP3).

Competențele programului de studii:

Competențe profesionale:

1. Developing in the fields of programming, audio, video and graphics-production.
2. Ability to work with modern game engines and use cutting edge hardware and software solutions for game development.
3. Design of game processes and game mechanics, product management, game production
4. Innovative solving of complex problems in inter-disciplinary co-operation and team-working.

Competențe transversale:

- CT1. Carry out principles of ethics, professional values and responsible execution for professional tasks related to research abilities under autonomous decision making based on fair judgment and self-evaluation.
- CT2. Completing activities and executing roles that are intrinsic to team-work on different hierarchical levels, proving leadership and entrepreneurship skills, promoting dialogue, cooperation, positive attitudes, respect to others, promoting diversity, multiculturalism and self-improvement.
- CT3 Correct self-evaluation for continuous professional improvement to enter the work market, adapt to its needs and self-development for efficient use of language and knowledge in information technology and communication.

Finalități:

Absolvenții programului de studii universitare de master vor accesa următoarele ocupații posibile conform Clasificării Ocupațiilor din România ISCO-08:

- 2513.1 (ESCO) - Digital games developer
- 2513 (ESCO) - Web and Multimedia Developers

Domeniul de licență: **SYSTEMS ENGINEERING**
Programul de studii univ. de master profesional: **GAME DEVELOPMENT**

Forma de învățământ: **IF - Învățământ cu frecvență**
Durata studiilor: **2 ani**

Domeniul fundamental (DFI): **ENGINEERING SCIENCES**
Ramura de știință (RSI): **SYSTEMS ENGINEERING, COMPUTERS AND INFORMATION TECHNOLOGY**
Domeniul de studii universitare de master (DSU_M): **SYSTEMS ENGINEERING**

Cod DFI	Cod RSI	Cod DSU_M
20	60	20

ciclul	c1c2c3	a1a2
M	28	23

PLAN DE ÎNVĂȚĂMÂNT
Pentru seria de studenți 2023-2025
ANUL I (2023-2024)

	SEMESTRUL 1										SEMESTRUL 2									
1	Simulation Mathematics										Advanced 2D Game Projects									
	M28.23.01.S1	6	E	28	14	14	0		DS	94	M28.23.02.A1	6	E	21	0	0	28		DA	101
2	Introduction to Game Design										Advanced Game Design									
	M28.23.01.S2	6	E	28	0	28	0		DS	94	M28.23.02.A2	5	E	28	0	28	0		DA	69
3	Real-Time Game Engines Fundamentals										Optional 1 Applied Video Game Architecture and Design Patterns/Sound and Music for Games									
	M28.23.01.S3	6	E	28	0	28	0		DS	94	M28.23.02.V3-ij	5	E	28	0	28	0		DCAV	69
4	Project Management for Game Development										Optional 2 AI Fundamentals in Games/2D Art in Games									
	M28.23.01.C4	4	E	28	0	0	14		DC	58	M28.23.02.C4-ij	5	E	28	0	28	0		DC	69
5	Professional Practice 1										Academic Ethics and Integrity									
	M28.23.01.V5	8	D	0	0	0	0	168	DCAV	32	M28.23.02.C5	2	D	14	7	0	0		DC	29
6											Professional Practice 2									
											M28.23.02.V6	7	D	0	0	0	0	147	DCAV	28
7																				
8																				
9																				
10																				
total / sem.	VAi:	210			VPI:	372				VAi:	238			VPI:	365					
	VA (VAi+VAp):	378			VCA (VA+VPI):	750				VA (VAi+VAp):	385			VCA (VA+VPI):	750					
	credite:	30			evaluări:	4E,1D,0C				credite:	30			evaluări:	4E,2D,0C					
total / săpt.	VAi:	15,0			VPI:	26,6				VAi:	17,0			VPI:	26,1					
	VA (VAi+VAp):	27,0			VCA (VA+VPI):	53,6				VA (VAi+VAp):	27,5			VCA (VA+VPI):	53,6					
	din care:	8,0	1,0	5,0	1,0	12,0	(c, s, l, p, VAp)				din care:	8,5	0,5	6,0	2,0	10,5	(c, s, l, p, VAp)			

Observatii:

Pentru seria de studenti 2023-2025

ANUL II (2024-2025)

	SEMESTRUL 3										SEMESTRUL 4									
1	Advanced 3D Game Projects										Practice for Dissertation Thesis									
	M28.23.03.S1	6	E	21	0	0	28		DS	101	M28.23.04.V1	15	D	0	0	0	0	168	DCAV	207
2	Optional 3 Interactive Entertainment, Science, and Healthcare/Multimodal Interaction										Preparation of Dissertation Thesis									
	M28.23.03.S2-ij	6	E	28	0	28	0		DS	94	M28.23.04.V2	15	D	0	0	0	0	196	DCAV	179
3	Optional 4 Graphics and 3D Rendering/3D Modeling - 3D Art in Games										Examen de disertație/Defending Dissertation Thesis									
	M28.23.03.C3-ij	6	E	28	0	28	0		DC	94	M28.23.04.S3	10	E	0	0	0	0		DS	
4	Optional 5 Multi-actor Systems and Crowd Simulation/Marketing and Business in Games Industry																			
	M28.23.03.C4-ij	6	E	28	0	28	0		DC	94										
5	Professional Practice 3																			
	M28.23.03.V5	6	D	0	0	0	0	118	DCAV	32										
6																				
7																				
8																				
9																				
10																				
total / sem.	VAi:	217			VPI:	415					VAi:	0			VPI:	386				
	VA (VAi+VAp):	335			VCA (VA+VPI):	750					VA (VAi+VAp):	364			VCA (VA+VPI):	750				
	credite:	30			evaluări:	4E,1D,0C					credite:	30+10*			evaluări:	1E,2D,0C				
total / săpt.	VAi:	15,5			VPI:	29,6					VAi:	0,0			VPI:	27,6				
	VA (VAi+VAp):	23,9			VCA (VA+VPI):	53,6					VA (VAi+VAp):	26,0			VCA (VA+VPI):	53,6				
	din care:				din care:	7,5 0,0 6,0 2,0 8,4 (c, s, l, p, VAp)					din care:				din care:	0,0 0,0 0,0 0,0 26,0 (c, s, l, p, VAp)				

* Credite suplimentare alocate Examenului de disertație

Observatii:

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DISCIPLINE OPTIONALE
Pentru seria de studenti 2023-2025

ANUL I (2023-2024)

SEMESTRUL 1										SEMESTRUL 2										
01											Optional 1 Applied Video Game Architecture and Design Patterns									
											M28.23.02.V3-01	5	E	28	0	28	0		DCAV	69
02											Optional 1 Sound and Music for Games									
											M28.23.02.V3-02	5	E	28	0	28	0		DCAV	69
03											Optional 2 AI Fundamentals in Games									
											M28.23.02.C4-03	5	E	28	0	28	0		DC	69
04											Optional 2 2D Art in Games									
											M28.23.02.C4-04	5	E	28	0	28	0		DC	69
05																				
06																				
07																				
08																				
09																				
10																				

Observatii: (*) - discipline optionale activate în anul univ. 2020-2021

DISCIPLINE FACULTATIVE
Pentru seria de studenti 2023-2025
ANUL I (2023-2024)

	SEMESTRUL 1										SEMESTRUL 2									
01											Volunteering									
											M28.23.02.f10-01	2	C	0	0	28	0		f	22
02																				
03																				
04																				

Observatii:

DISCIPLINE FACULTATIVE
Pentru seria de studenti 2023-2025
ANUL II (2024-2025)

	SEMESTRUL 3										SEMESTRUL 4									
01											Volunteering									
											M28.23.04.f10-01	2	C	0	0	28	0		f	22
02																				
03																				
04																				

Observatii:

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