



UNIVERSITY of INFORMATION TECHNOLOGY and MANAGEMENT in Rzeszow, POLAND

First-cycle studies

Professional title awarded to graduates: licencjat

Field of study: INFORMATION TECHNOLOGY

Specialty: GAME DESIGN AND DEVELOPMENT

study in English

Education profile: Practical

Students admitted in the academic year **2023/2024**

Type of study:

· **Full time**

List of courses to complete within the course of studies:

No.	Course title
All-University Courses	
1	English language
2	Academic writing skills
3	Foundamentals of Economics
4	Law
5	Personal Business Model
6	Digital Safety and Awareness
7	Health and Safety while studying
8	Health Education in Lifestyle Diseases
9	Physical education
Basic Courses	
10	Fundamentals of Mathematics
11	Mathematics
12	Discrete Mathematics
13	Fundamentals of Statistics
14	Introduction to Electronics and Electrical Engineering
15	Physics
Major-Related and Specialty Courses	
16	Algorithms and Data Structures
17	Introduction to IT
18	Introduction to Programming
19	Programming
20	Software Engineering
21	Computer System Architecture
22	Operating Systems
23	Network Technologies (CCNA)
24	Social and Occupational Problems of IT



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25	Computer Graphics with HCI Elements
26	Databases
27	Artificial Intelligence
28	Programming Project
29	Team Project
30	Elective Course 1
31	Elective Course 2
32	Preproduction
33	Game Engines and Programming Technologies
34	Physics in Games
35	Marketing and Business Aspects of Games
36	Creating Graphic Assets
37	Levels Design
38	Animation and Motion Capture Techniques
39	Artificial Intelligence in Games
40	Diploma Seminar
41	Vocational Apprenticeship
42	Polish Language (additional compulsory classes for international students)

No.	Electives 1 (1 of 2)
1	Operational Research
2	Cybersecurity Essentials

No.	Electives 2 (1 of 2)
1	Elements of Automation and Robotics
2	Cloud Technologies