



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 **2024/2025**

Type of study:

- **Full time**

List of courses to complete within the course of studies:

| No. | Course title |
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| All-University Courses | |
| 1 | English Language |
| 2 | Digital Safety and Awareness |
| 3 | Foundamentals of Economics |
| 4 | Law |
| 5 | Personal Business Model |
| 6 | Protection of Intellectual Property |
| 7 | Academic Writing Skills |
| 8 | Health and Safety while Studying |
| 9 | Civilization Challenges |
| 10 | Physical Education |
| Basic Courses | |
| 11 | Fundamentals of Mathematics |
| 12 | Mathematics |
| 13 | Discrete Mathematics |
| 14 | Fundamentals of Statistics |
| 15 | Introduction to Electronics and Electrical Engineering |
| 16 | Physics |
| Major-Related and Specialty Courses | |
| 17 | Algorithms and Data Structures |
| 18 | Introduction to IT |
| 19 | Introduction to Programming |
| 20 | Programming |
| 21 | Software Engineering |
| 22 | Computer System Architecture |
| 23 | Operating Systems |



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| 24 | Network Technologies (CCNA) |
| 25 | Social and Occupational Problems of IT |
| 26 | Computer Graphics with HCI Elements |
| 27 | Databases |
| 28 | Artificial Intelligence |
| 29 | Programming Project |
| 30 | Team Project |
| 31 | Elective Course 1 |
| 32 | Elective Course 2 |
| 33 | Preproduction |
| 34 | Game Engines and Programming Technologies |
| 35 | Physics in Games |
| 36 | Marketing and Business Aspects of Games |
| 37 | Creating Graphic Assets |
| 38 | Levels Design |
| 39 | Animation and Motion Capture Techniques |
| 40 | Artificial Intelligence in Games |
| 41 | Diploma Seminar |
| 42 | Vocational Apprenticeship part 1 (3 months) |
| 43 | Vocational Apprenticeship part 2 (3 months) |
| 44 | Polish as a Foreign Language (additional compulsory classes for international students) |

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

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| No. | Electives 2 (1 of 2) |
| 1 | Introduction to Data Science |
| 2 | Cloud Technologies |