

STUDY PLAN
GAME CREATION / Bachelor of Arts
high residence (full-time)

Semester	Subjects / Modules	Credits
I	Seminar: Language and thinking. The Game	6
I	History of Video Game Industry	3
I	Art and Media Art History	6
I	English (elective I) Lithuanian (elective I) IDEM	3
I	Drawing: Form, Space and Composition	6
I	Introduction to Visual Gameplay Programming	6
	TOTAL	30
II	Seminar: Language and thinking. Homo ludens	6
II	Introduction to Game Development	3
II	Professional English	3
II	Color: Theory and Application	3
II	3D Modeling	6
II	Interactive Sound Design	3
II	Game creation: Gameplay and Prototyping	3
II	Project I	3
	TOTAL	30
III	Seminar: Language and thinking. The Digital Society	6
III	Professional English	3
III	Environmental Art	6
III	Basics of Animation	3
III	Game design: Narrative Design and Storytelling	3
III	Art Research Methods	3
III	Game creation: Gameplay System Design	3
III	Technical Art in Game Creation	3
	TOTAL	30
IV	Art Project Management	3
IV	Character and Creatures Design	6
IV	User Interfaces and Interface Design (UI/UX)	3
IV	Visual Effects	3
IV	Basics of Animation	3
IV	Game creation: Game Balance	3
IV	Technical Art in Game Creation	3

IV	Project II		6
		TOTAL	30
V	Seminar: Language and thinking. Art		6
V	Basics of Entrepreneurship		3
V	Character Animation for Games		3
V	Motion Design and Compositing		3
V	Basic Cinematography		3
V	Visual Art: Look Development		3
V	Digital Art Direction		3
V	Project III		6
		TOTAL	30
VI	Game creation: Level Design		3
VI	Visual Art: Camera and Lighting		3
VI	Game creation: Game Feel (Tactile and Emotional Design in Games)		3
VI	Visual Art: Shaders Development		3
VI	Generative Artificial Intelligence in Games		3
VI	Internship		15
		TOTAL	30
VII	Legal Aspects of Game Industries		3
VII	Board Games (elective II) VR/AR Games (elective II)		3
VII	Procedural Art for Games and Media (elective III) Interactive Media Installation Design (elective III)		3
VII	Diploma Project		21
		TOTAL	30
		TOTAL in the program	210