

ITU Game Design Program Curriculum

Program Overview

The Game Design program at ITU is designed to provide students with a comprehensive education in the field of game design and development. Our curriculum combines theoretical knowledge with practical skills, preparing students for a successful career in the dynamic and rapidly evolving game industry.

Year 1: Foundations of Game Design

Semester 1

Introduction to Game Design Principles
Game History and Evolution
2D Game Development Fundamentals
Creative Writing for Game Narratives

Semester 2

3D Game Design and Modeling
Programming Fundamentals for Game Developers
Game Sound and Music

Introduction to Digital Marketing
Year 2: Advanced Game Development

Semester 3

Game Mechanics and Gameplay
Level Design and Environment Art
Game Engine Fundamentals (Unity and Unreal Engine)
Interactive Storytelling and Narrative Design

Semester 4

Multiplayer Game Design
Game Prototyping and Playtesting
Game Monetization Strategies
User Interface (UI) and User Experience (UX) Design
Year 3: Specializations and Projects

Semester 5

Specialization Elective 1 (e.g., VR/AR Game Development,
Mobile Game Development)
Advanced Game Development Projects
Game Analytics and Player Behavior Analysis
Game Marketing and Distribution

Semester 6

Specialisation Elective 2 (e.g., Game Art and Animation, Serious Games)

Capstone Game Design Project

Game Business and Entrepreneurship

Portfolio Development

Year 4: Internship and Advanced Topics

Semester 7

Game Development Internship (Industry Placement)

Advanced Topics in Game Design (e.g., Artificial Intelligence in Games)

Legal and Ethical Issues in Game Development

Semester 8

Independent Game Development Project

Game Design Seminar Series

Career Development in the Game Industry

Graduation and Portfolio Showcase

Note: The curriculum is subject to change to reflect industry trends and emerging technologies.