Faculty of Applied Information Technology

field of study:	**INFORMATION TECHNOLOGY (ENG)**
specialty:	**Game Design and Development**
level:	**first-cycle studies**
professional title awarded to graduates:	**licencjat**
education profile:	**practical**
type of study:	**full-time**

UNIVERSITY of INFORMATION TECHNOLOGY and MANAGEMENT in Rzeszow, POLAND

LID-A-GDD/2025

Students admitted in the academic year: 2025/2026

No.	Course title	Form of credit	ECTS Total	Total hrs	L	S	W	Lab	P	eL	S1 L	S1 S	S1 W	S1 Lab	S1 P	S1 eL	S1 ECTS	S2 L	S2 S	S2 W	S2 Lab	S2 P	S2 eL	S2 ECTS	S3 L	S3 S	S3 W	S3 Lab	S3 P	S3 eL	S3 ECTS	S4 L	S4 S	S4 W	S4 Lab	S4 P	S4 eL	S4 ECTS	S5 L	S5 S	S5 W	S5 Lab	S5 P	S5 eL	S5 ECTS	S6 L	S6 S	S6 W	S6 Lab	S6 P	S6 eL	S6 ECTS
	All-University Courses																																																					
1	English for Specific Purposes	GC, Ex	8	120	0	0	0	120	0	0				60			4				60			4																												
2	Digital Safety and Awarness	C	1	10	10	0	0	0	0	0	10						1																																			
3	Foundamentals of Economics	C	1	20	0	20	0	0	0	0																20					1																				
4	Law	C	1	20	0	20	0	0	0	0									20					1																										
5	Personal Business Model	C	1	20	0	0	10	0	10	0																	10		10		1																				
6	Protection of Intellectual Property	C	1	8	8	0	0	0	0	0								8						1																										
7	Academic Writing Skills	C	1	8	0	0	0	8	0	0																									8			1														
8	Health and Safety while Studying	C	0	4	0	4	0	0	0	0		4					0																																		
9	Civilization Challenges	C	1	20	20	0	0	0	0	0																						20						1													
10	Physical Education	C	0	60	0	0	60	0	0	0										30				0			30				0																				
	Basic Courses																																																			
11	Fundamentals of Mathematics	Ex	4	34	16	0	18	0	0	0	16		18				4																																		
12	Mathematics	Ex	4	34	16	0	18	0	0	0								16		18				4																											
13	Discrete Mathematics	Ex	6	50	20	0	30	0	0	0	20		30				6																																		
14	Fundamentals of Statistics	GC	2	16	0	0	0	16	0	0																		16			2																				
15	Introduction to Electronics and Electrical Engineering	GC	3	38	0	0	0	18	0	20																		18		20	3																				
16	Physics	Ex	4	30	15	0	0	15	0	0								15			15			4																											
	Major-Related and Specialty Courses																																																			
17	Algorithms and Data Structures	Ex	5	56	28	0	0	28	0	0								28			28			5																											
18	Introduction to IT	Ex	3	28	14	0	0	14	0	0	14			14			3																																		
19	Introduction to Programming	Ex	4	46	20	0	0	26	0	0	20			26			4																																		
20	Programming	Ex	4	40	20	0	0	20	0	0								20			20			4																											
21	Object-Oriented Programming	Ex	4	40	20	0	0	20	0	0															20			20			4																				
22	Software Engineering	Ex	4	46	22	0	0	24	0	0																																				22			24			4
23	Computer System Architecture	Ex	5	60	30	0	0	30	0	0																						30			30			5														
24	Operating Systems	Ex	3	40	24	0	0	16	0	0															24			16			3																				
25	Network Technologies (CCNA)	Ex	5	60	20	0	0	20	20	0	20			20	20		5																																	
26	Social and Occupational Problems of IT	Ex	2	25	0	10	0	0	0	15									10				15	2																										
27	Computer Graphics	Ex	2	30	0	15	0	15	0	0									15		15			2																										
28	Databases	Ex	3	40	20	0	0	20	0	0															20			20			3																				
29	Introduction to Artificial Intelligence	Ex	4	30	10	0	0	20	0	0																						10			20			4														
30	Software Project	GC	5	50	0	0	0	0	50	0																			50		5																				
31	Human-Computer Communication	GC	3	30	0	0	0	0	20	10																																							20	10	3
32	Team Project	GC	8	65	0	0	0	0	65	0																																65		8							
33	Elective Course 1	GC	6	48	0	0	0	20	28	0																		20	28		6																				
34	Elective Course 2	GC	6	48	0	0	0	20	28	0																																20	28		6							
35	Preproduction	GC	5	52	0	0	0	32	20	0																																32	20		5							
36	Game Engines and Programming Technologies	GC	5	56	0	0	0	32	24	0																									32	24		5														
37	Physics in Games	GC	4	32	0	0	0	32	0	0																																32			4							
38	Marketing and Business Aspects of Games	GC	2	22	0	0	0	22	0	0																																							22			2
39	Creating Graphic Assets	GC	3	28	0	0	0	28	0	0																		28			3																				
40	Levels Design	GC	3	24	0	0	0	24	0	0																																							24			3
41	Animation and Motion Capture Techniques	GC	3	28	0	0	0	28	0	0																									28			3														
42	Artificial Intelligence in Games	GC	2	20	0	0	0	20	0	0																																							20			2
43	Diploma Seminar	GC	10	30	0	0	30	0	0	0																															15			5			15				5
44	Vocational Apprenticeship part 1 (3 months)	GC	16	480	0	0	480	0	0	0																								480				16														
45	Vocational Apprenticeship part 2 (3 months)	GC	16	480	0	0	480	0	0	0																																					480				16
	Total		183	2526	333	69	166	688	265	45	100	4	48	120	20	0	27	87	45	48	138	0	15	27	64	20	40	138	88	20	31	60	0	0	118	24	0	35	0	0	15	84	113	0	28	22	0	15	90	20	10	35

Number of hours per semester excluding Vocational Apprenticeship: sem1 = 292; sem2 = 333; sem3 = 370; sem4 = 202; sem5 = 212; sem6 = 157.

% ECTS electives	31.1%
ECTS credits to obtain within humanities or social sciences	5

LEGEND:
- C — Credit
- GC — Graded Credit
- Ex — Exam
- L — Lecture
- S — Seminar
- W — Workshops
- Lab — Laboratory / Foreign Language Workshops
- P — Project
- eL — e-learning (Distance Learning)
- DP — Classes involving direct participation of academic teachers or other people conducting the class
- PP — Classes developing practical skills
- DL — Distance Learning

MARKINGS:
- CISCO, AWS Authorised Training
- Exam
- Project completed with a separate degree
- Online Classes
- Classes developing practical skills