

HIGHER TECHNICAL PROFESSIONAL COURSES

MULTIMEDIA PRODUCTION AND DIGITAL GAMES



2017/2018 ACADEMIC YEAR



INSTITUTO
POLITÉCNICO
DA MAIA **IPMAIA**

MULTIMEDIA PRODUCTION AND DIGITAL GAMES

COORDINATOR

Rui Alexandre S. R. Branco Carreira

CONTACT DETAILS

coord.ip.pmj@ipmaia.pt

This Higher Technical Professional Course is a vocational training course taught as part of polytechnic higher education and lasts 4 semesters, corresponding to 120 ECTS.

The course is organised into general and scientific training, technical training and on-the-job training (internship), and each student is awarded with a **Higher Technical Professional Diploma at level 5 of the European Qualifications Framework for Lifelong Learning**.

1. Professional profile

The Higher Technical Professional Course in Multimedia Production and Digital Games aims to train professionals who are able to **devise, plan and develop multimedia products and digital games** using specific technologies.

2. Professional opportunities

Performing duties relating to project development for digital games and multimedia products, such as programming serious games, entertainment games and multiplatform applications, interactive multimedia, e-learning and virtual reality, and activities in the area of game design, interface design, conceptual art and 3D animation and modelling.

3. Entry requirements (one of the following)

- 3.1 Having completed a **secondary education course** qualification or a legally equivalent qualification.
- 3.2 Having passed the special exams for assessing capacity to attend higher education for **people over 23** (Decree-Law no. 64/2006 of 21 March).
- 3.3 Holding a technological specialisation diploma, a higher technical professional diploma or a higher education qualification.

4. COURSE STRUCTURE

YEAR 1 • 60 ECTS

	Course units	Sem.	Contact hours	ECTS
General and scientific training	Communicating in the Portuguese Language	1	50	5
	Human Behaviour in Organisations	1	50	5
	Economic and Social Culture	1	50	5
	Technical English	2	50	5
	Art, Culture and Communication in the Digital Age	2	50	5
Technical training	Game Design	1	40	4
	Programming Languages	1	50	5
	2D Image and 3D Modelling	1	60	6
	Audio for Games	2	40	4
	Development Engines and Platforms I	2	60	6
	3D Animation	2	50	5
	Devising Characters, Scenarios and Game Levels	2	50	5
			600	60

YEAR 2 • 60 ECTS

	Course units	Sem.	Contact hours	ECTS
Technical training	Serious Game and Digital Content Production Projects	1	50	5
	Simulation and Serious Games	1	40	4
	Development Engines and Platforms II	1	60	6
	Interface Development	1	50	5
	Game Development for Mobile Platforms	1	50	5
	Entertainment Game Project	1	50	5
On-the-job Training	On-the-job Training – Internship (750 hours)	2		30
			300	60
		Total	900	120

FOR FURTHER INFORMATION

🌐 ipmaia.pt • 📘 fb.com/ipmaia.pt



Exclusive conditions

- Extensive parking on campus.
- A comfortable, welcoming environment throughout the campus.
- Easy access by public transport, particularly the metro at ISMAI station.
- An environment with new technologies and sport, improved with the construction of a new, state-of-the-art sports complex.

Address

Avenida Carlos de Oliveira Campos
Castêlo da Maia
4475-690 Maia

Telephone number: (+351) 229 866 026

E-mail: info@ipmaia.pt



Metro/Line C - ISMAI

5. Continuing studies – Bachelor's degrees

- 5.1 The application by holders of Higher Technical Professional Diplomas to attend IPMAIA Bachelor's degrees is subject to the conditions established by the institution body that is competent to do so in accordance with the law and the statutes. Depending on the Higher Technical Professional Course and Bachelor's degree, these conditions may establish the need to pass a specific IPMAIA admission exam, or allow the exemption to perform such an exam.
- 5.2 Credits acquired on the Higher Technical Professional Course may be transferred to a Bachelor's degree programme when continuing studies.

Observations

- a) Students who intend to apply for an IPMAIA Bachelor's degree course and must sit the specific admission exam will receive suitable preparation during the teaching of the Higher Technical Professional Course.

