R U F A Rome University of Fine Arts

ACADEMIC REGULATIONS
OF THE BACHELOR OF ARTS IN
MULTIMEDIA and GAME ART - DAPL08

KEY

Art. 1 – Name of the program

1. The Bachelor of Arts in <u>"Multimedia and Game Art"- DAPL08</u> has been established at the legally recognized Rome University of Fine Arts

2. –**Art. 2 - School**

1. The program is part of the New Technologies for Arts school

Art. 3 - Department

1. The Department of design and applied arts coordinates the classes, research and art production of the Cinema, photography and audiovisual schools.

Art. 4 – Qualifying educational objectives
1. The Bachelor of Arts of the School of New Technologies of Art in "Multimedia and Game Art" aims to ensure an adequate mastery of the methods and techniques in the field of art research needed to use new media communication technologies, with a specific focus on design of interactive systems and the creation of virtual environments such as video games.

Art. 5 - Specific educational objectives and expected learning outcomes

A graduate from the "Multimedia and Game Art" program must know and understand the dynamics of the multimedia experiences and video games systems in Italy and globally, and learn the methodological and technical-instrumental skills that are necessary to design of interactive and cross-platform products.

1. Graduates from this school must:
   a) possess adequate cultural, theoretical and practical training regarding the methods and knowledge of photography and audiovisual;
   b) possess the methodological and critical tools needed to acquire skills in the most advanced expressive languages, techniques and technologies. Being able to undertake art experimentation through technology and multimedia applied to photography, video, digital and multimedia interactive and performative visual arts;
   c) be able to effectively use at least one language of the European Union, in addition to one's native language, to exchange general information and in relation to the chosen program;
   d) know how to use IT tools in the specific area of competence.

   2. Learning outcomes
   Descriptors of the study qualification –
   Descriptors for the Bachelor of Arts–The Bachelor of Arts qualifications can be awarded to the students who have acquired the knowledge and abilities described below.

Knowledge and understanding
Graduates in "Multimedia and Game Art" must know and be able to understand the basic methodological-practical aspects of the design of a multimedia product, and specifically the creation of the visual components of a video game and of the historical, cultural, technical technologies characterizing the study of the evolution of media and digital cultures, as integral aspects of art and the applied arts sector.

Applying knowledge and understanding
Graduates in "Multimedia and Game Art" must be able to apply their knowledge of design of interactive systems and video games and their design skills to support various types of users, clients and platforms, demonstrating a professional and versatile approach to their work. They must possess adequate cultural and technical skills for the research, planning and creation of multimedia products and video games.

Making judgements
Graduates in "Multimedia and Game Art" must have developed a critical sense in the field of designing interactive systems and videogames and must be able to formulate an opinion regarding their work and evaluate the ethical, social, environmental aspects in a continuous and conscious relation with society and with the contemporary world of new technologies.

Communication skills
Graduates in "Multimedia and Game Art" must know how to choose the appropriate form and language to effectively convey the content of a project to specialists and non-specialists through physical and digital projects, physical and digital models, prototypes of materials, photos and videos. They must also be able to communicate in English.

Learning skills
Graduates in "Multimedia and Game Art" must have developed the learning skills necessary to undertake further studies, such as Master of arts and Academic masters.

Art. 6 – Job opportunities

1. The course aims to train multimedia artists and designers of interactive multimedia experiences who intend to work in art and culture enterprises and entertainment by creating multimedia works and virtual worlds such as video games. In Italy there has been an organic and constant growth of video game development studios which open their doors to young talents who have the knowledge and tools necessary to interpret and participate in the complex reality of contemporary digital media, and who have acquired the specific technical skills of this sector, which include drawing, manual and digital illustration, 3D modeling and animation technologies.
2. Among the professional opportunities available to graduates of the course there are: Game Artist, Game Developer, 3D Artist, Technical artist, Concept Artist, Character designer, Environment Artist, UI designer, Interaction designer.
3. The Academy will organize, in agreement with public and private bodies, internships and apprenticeships to help students achieve specific professional skills and will define specific training models for each study course.

Art. 7 – Admission criteria

1. Access requirements:
    a) To be admitted to the Bachelor of Arts in "Multimedia and Game Art" one must have a high school diploma achieved abroad or another qualification achieved abroad and deemed suitable.
    b) The selection of students admitted to the course is made on the basis of an admission exam aimed at identifying the cultural, technical and artistic skills possessed by the candidate.
    c) The maximum number of students admitted to the course is establiashed on the basis of the number of students and teachers, as well as the spaces and infrastructures needed for the specific learning activities.
    d) Before the beginning of each academic year, the Academic Board establishes the maximum number of students per class and if additional classes need to be created. It is possible also to organize only a few additional classes within the program.
    e)
2. Admission to the Course:
   To be admitted to the Bachelor of Arts in "Multimedia and Game Art" students must possess the prerequisites which are evaluated through admission tests. Direct enrollment (without taking the admission exam) is possible in case of qualifications achieved in Italy if the high school diploma is in a field that is similar to the chosen course and completed with a grade of at least 80/100.

3. Type of admission test:
   The admission tests foresee:
    a) MULTIPLE CHOICE TESTS: logical-reasoning and specific culture test *(length: 50 minutes).* Students with specific learning disabilities have 30% more time, for a total of 65 minutes.
    b) ORAL TEST: motivational interview with possible portfolio presentation.

Art. 8 - Curriculum

1. Curriculum offered to the students:
   The Bachelor of Arts in "Multimedia and Game Art" has one curriculum.

2. <u>General overview of educational activities, List of program subjects, teaching, exams and other assessments, academic credits:</u> To pursue the educational objectives established by the Regulations, the program involves courses that provide credits, as indicated in the study plan.

3. <u>Modules:</u>
In compliance with the coding and registration procedures of the exams established by the Academy, a course can include several teaching modules also belonging to different disciplinary sectors by unifying the final exam of the merged courses ("integrated courses " or "laboratories" depending on the final verification methods). The requirements set out in the Academy's Study Manifesto must be respected.

4. <u>Requirements:</u>
   a) The manifesto of the Academy's Studies will indicate each year the courses activated and their subdivision among the various years of the course, identifying the name of the subjects within each artistic-disciplinary sector.
   b) The requirements of the courses are established for each academic year in the Academy's Study Manifesto.

5. <u>Further education activities:</u>
According to these regulations, further educational activities are activities organized or envisaged by the Academy to acquire foreign language knowledge, as well as computer and IT skills, inter-personal skills, or to enter the job market, as well as educational activities that facilitate professional choices by getting to know the job sector to which the qualification can give access, including, in particular, training and orientation internships according to the decree of the Ministry of Labor 25 March 1998, n. . 142.

6. <u>Language in which the course is taught:</u>
Courses and other types of educational activities can be taught both in Italian and in English. The Study Manifesto will indicate each year the language in which the courses implemented are taught.

Art. 9 – Regulations on attendance

1. Attending the courses and subjects of the Academy is mandatory.
2. To be admitted to the exams, the student must have attended at least 80% of all the educational activities carried out during each academic year. Personal study time is not included.
3. This requirement is certified by the lecturers responsible for the courses.

Art. 10 – Submitting the study plan

1. The student is required to submit a study plan including the mandatory educational activities and the optional and elective ones.
2. When drafting the plan, the student may indicate a non-full-time commitment.
3. Students submit their study plan by the 30th of November of each academic year to the academic office. The study plan can be resubmitted the following year to make changes to the previous one.
4. The valid study plan is the last one submitted.
5. The study plan is automatically approved if it corresponds to the official study plan of the course. Otherwise, if proposed by the Study Plan Commission, the Academic Council will decide by the 15th of December.

Art. 11 – Characteristics of the final thesis

1. The final thesis, for which 8 credits are awarded, may be:

a) <u>Art-practical thesis</u>, that involves the production, on behalf of the candidate, of a specific original work on a theme agreed with the responsible lecturer;

b) <u>Historical-theoretical</u> or methodological or technical-artistic thesis, in the form of a short essay, in one of the subjects included in the curriculum. Any artistic production materials attached will be functional to the specific nature of the thesis.

Art. 12 – Validity of the regulations

1. The Regulations are valid from the academic year of the Authorization Decree related to the Bachelor of Arts and are valid for three years.
2. Every three years, the Academic Council carries out a review of the Academic Regulations of the Bachelor of Arts.

BACHELOR OF ARTS IN
MULTIMEDIA and GAME ART (DAPL08)
1st year

TYPE OF EDUCATIONAL ACTIVITIES	Subject area	Sector code	Disciplinary-art sector	DISCILPLINARY FIELDS	Type of subject	Lesson hours	Study hours	Number of hours	CFA (ECTS credits)	Hours/lesson ratio	Assessment type	Tot. ECTS credits
Basic educational activities	Visual art technologies	ABTEC38	Digital applications for visual arts	Computer Graphics	TP	75	75	150	6	25/1	E	12
	Historical, Philosophical, Psychological, Pedagogical, Sociological and Anthropological Subjects	ABST47	Stile, Storia dell'Arte e del costume	History of contemporary art	T	45	105	150	6	25/1	E	
Characterizing educational activities	Visual art technologies	ABTEC42	Interactive systems	Interactive System – *Game Art 1*	TP	150	150	300	12	25/1	E	26
	Historical, Philosophical, Psychological, Pedagogical, Sociological and Anthropological Subjects	ABST45	Multimedia art theory	Digital culture	T	45	105	150	6	25/1	E	
	Visual art technologies	ABTEC40	Multimedia design	Multimedia design	TP	100	100	200	8	25/1	E	
Similar or integrative educational activities (1) (1)	Visual art technologies	ABTEC41	Digital modeling techniques	3D Digital modeling techniques 1	TP	75	750	150	6	25/1	E	18
	Visual art technologies	ABTEC41	Digital modeling techniques	3D Rendering	TP	75	750	150	6	25/1	E	
	Visual arts	ABAV1	Art anatomy	Anatomical Drawing	TP	75	750	150	6	25/1	E	
Further educational activities	Visual art technologies	ABTEC39	Computer technologies	Basics of computer science	TP	50	50	100	4	25/1	ID	4
Totale anno												60

KEY:
TEACHING TYPE:
TP = Theoretical/practical
T =   Theoretical lessons
LA = Lab

TYPE OF EVALUATION:
E: Exam
ID: Pss/fail test

Note:
(1)   Similar or integrative educational activities can be chosen among those achieved or, following the approval of the plan, among the courses held at the academy a maximum of 18 credits.
(2)   Notwithstanding the student's right to choose among the elective educational activities, the Regulations may propose certain specializations. For each specific specialization there will be courses recommended.

BACHELOR OF ARTS IN
MULTIMEDIA and GAME ART (DAPL08)
2nd year

TYPE OF EDUCATIONAL ACTIVITIES	Subject area	Sector code	Disciplinary-art sector	DISCILPLINARY FIELDS	Type of subject	Lesson hours	Study hours	Number of hours	CFA (ECTS credits)	Hours/lesson ratio	Assessment type	Tot. ECTS credits
Basic educational activities	Visual art technologies	ABTEC38	Digital applications for visual arts	Computer Art	TP	75	75	150	6	25/1	E	18
	Processi comunicativi	ABPC65	Teoria e metodo dei massmedia	Phenomenology of media: cinema and audiovisual	T	45	105	150	6	25/1	E	
	Visual art technologies	ABTEC38	Digital applications for visual arts	Digital animation techniques 1	TP	75	75	150	6	25/1	E	
Characterizing educational activities	Visual art technologies	ABTEC42	Interactive systems	Game Art 2 – Interactive systems	TP	150	150	300	12	25/1	E	24
	Visual art technologies	ABTEC42	Interactive systems	Interactive software development 1	TP	75	75	150	6	25/1	E	
	Visual art technologies	ABTEC40	Multimedia design	Videogame direction	TP	75	75	150	6	25/1	E	
Similar or integrative educational activities (1)	Visual art technologies	ABTEC41	Digital modeling techniques	3D Digital modeling techniques 2	TP	100	100	200	8	25/1	E	8
Elective educational activities (2)								150	6			6
Foreign language knowledge	Languages	ABLIN71	Languages	English	T	30	70	100	4	25/1	ID	4
Totale anno												60

KEY:
TEACHING TYPE:
TP = Theoretical/practical
T = Theoretical lessons
LA = Lab

TYPE OF EVALUATION:
E: Exam
ID: Pss/fail test

Note:
(1) Similar or integrative educational activities can be chosen among those achieved or, following the approval of the plan, among the courses held at the academy, for a maximum of 18 credits.
(2) Notwithstanding the student's right to choose among the elective educational activities, the Regulations may propose certain specializations. For each specialization there will be courses recommended.

BACHELOR OF ARTS IN
MULTIMEDIA and GAME ART (DAPL08)
3rd year

TYPE OF EDUCATIONAL ACTIVITIES	Subject area	Sector code	Disciplinary-art sector	DISCIPLINARY FIELDS	Type of subject	Lesson hours	Study hours	Number of hours	CFA (ECTS credits)	Hours/lesson ratio	Assessment type	Tot. ECTS credits
Basic educational activities	Design and applied arts	ABTEC38	Digital applications for visual arts	Digital animation techniques *2*	TP	75	75	150	6	25/1	E	6
Characterizing educational activities	Design and applied arts	ABTEC42	Interactive systems	Game Art 3 - interactive systems	TP	150	150	300	12	25/1	E	24
	Design and applied arts	ABTEC42	Interactive systems	*Interactive software development 2*	TP	75	75	150	6	25/1	E	
	Visual art technologies	ABTEC43	Audiovisual techniques	New media techniques: audiovisual production	TP	75	75	150	6	25/1	E	
Similar or integrative educational activities (1)	Design and applied arts	ABTEC41	Digital modeling techniques	3D digital modeling techniques	TP	100	100	200	8	25/1	E	14
	Communication processes	ABPC66	New media history	New media history: animation, comics, videogames	T	45	105	150	6	25/1	E	
Elective educational activities (2)								150	6			6
Further educational activities			Extra linguistic and soft skills, internships, etc.					100	4		ID	4
Educational activities related to the final thesis				Final Thesis					8		E	8
				Totale anno								60

KEY:
TEACHING TYPE:
TP = Theoretical/practical
T = Theoretical lessons
LA = Lab

TYPE OF EVALUATION:
E: Exam
ID: Pss/fail test

Note:
(3)   Similar or integrative educational activities can be chosen among those achieved or, following the approval of the plan, among the courses held at the academy a maximum of 18 credits.
(4)   Notwithstanding the student's right to choose among the elective educational activities, the Regulations may propose certain specialization. For each specializa courses will be recommended.