



laSalle

RAMON LLULL UNIVERSITY

we love challenge

MVD

Master in Advanced
Videogame
Development

MASTER'S &
POSTGRADUATES DEGREES
#makeyourlifechange

MASTER'S AND POSTGRADUATE DEGREES LA SALLE-URL

#makeyourlifechange

La Salle Campus Barcelona is part of the **international network of Lasallian universities**, an institution that is over **300 years old**, consisting of over **1,600 educational centres** with a presence in more than **77** countries.

La Salle-URL is also a **founding member** of Ramon Llull University, which has received awards and praise including:

2nd UNIVERSITY IN SPAIN
U-Multirank 2018 Ranking

**TOP 10 UNIVERSITIES
IN PERFORMANCE IN
SPAIN**

CYD Foundation 2018
Ranking

**TOP 100 GLOBAL
UNIVERSITY
EMPLOYABILITY**
Ranking **Times Higher
Education 2017**

**125th BEST UNIVERSITY
IN THE WORLD IN
SOCIAL SCIENCES AND
MANAGEMENT**

**QS World University
Rankings by
Subject 2018**

TECHNOLOGY-BASED

A grounding in technology is the defining feature that underlies all our programmes.

A CAMPUS WITH MORE THAN 4,000 STUDENTS

We prepare our students to work in a globalised world. We're committed to **internationalisation**, with a strong network of alumni and integration on a multicultural campus.

+ 1,000 International students

+ 70 Nationalities

+ 20,000 Alumni: International
Networking

THE LARGEST INTERNET OF THINGS R&D LABORATORY IN EUROPE

+ 2,000 m²

in the Internet of Things Institute of
Catalonia Laboratory

+ 30
Tech labs

6
Research groups

JOBS BOARD SERVICE WITH MORE THAN 4,000 OFFERS A YEAR

Our **original Learning by Challenge methodology**, based on real-life business challenges, is designed to put you in contact with companies and help meet the needs of the market.

Jobs Board

Improving the employability of our students

+ 4,500 Job offers a year

+ 900 Conventions signed with
businesses

18% Of offers published are
international

TECHNOVA, INNOVATION PARK ON CAMPUS

**Top 10 of European
accelerators** by Gust & Fundacity
Report

Best Business Angels Network Award

Awarded by
the Spanish Association of Business
Angels in 2017

+ 500 Business projects incubated
and accelerated

+ €27M Finance for start-ups



COORDINATOR

Alun Evans PhD

CREDITS

60 ECTS

MODALITY

On-site

LOCATION

Barcelona

DURATION

1 year

SCHEDULE

Monday- Thursday
6.30 p.m.-9.30 p.m.

LANGUAGE

English

ENTRY PROFILE

Graduates in Computer Engineering, Multimedia Engineering or Computer Science.

Graduates from other electrical engineering, mathematics or physics degrees.

Professionals with suitable programming experience.

OFFICIAL NAME

Master in Advanced Videogame Development



MASTER IN ADVANCED VIDEOGAME DEVELOPMENT

Do you love games? Do you love making them? Do you want to take your professional career to the next level?

The Master in Advanced Videogame Development will enable you to **define and implement game engines** according to the very latest industry trends, as well as deepening your knowledge of game design, animation, 3D graphics, and more.

You will become specialised in the **development of game software**.

You will acquire knowledge applicable to the world of game development: game engines, graphics, 3D, physics, networks, Artificial Intelligence (AI).

You will understand technology to a level that will enable you to **optimize your capacity for videogame development**.

You will learn specific programming nuances for game development, and **understand the difficulty involved** in their implementation.

You'll develop your **abilities for the management of technical development teams** while studying Project Management.

OBJECTIVES

1

Train game development experts capable of immediately joining games companies varying in size from Indie to AAA.

2

Teach students **skills in the programming, development and deployment of professional level game engines**.

3

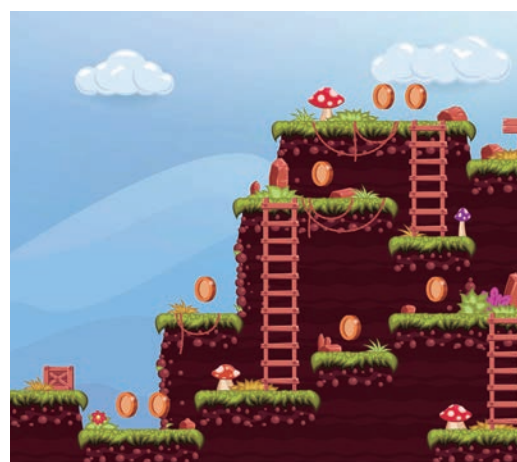
Introduce the **importance of back-end tools**, such as the creation of asset pipelines, and integration with 3rd party tools.

4

Teach students **different methods of game design** and how they can be applied to different genres.

5

Prepare the student to **work in a multidisciplinary team** by learning to develop using AGILE methodology.



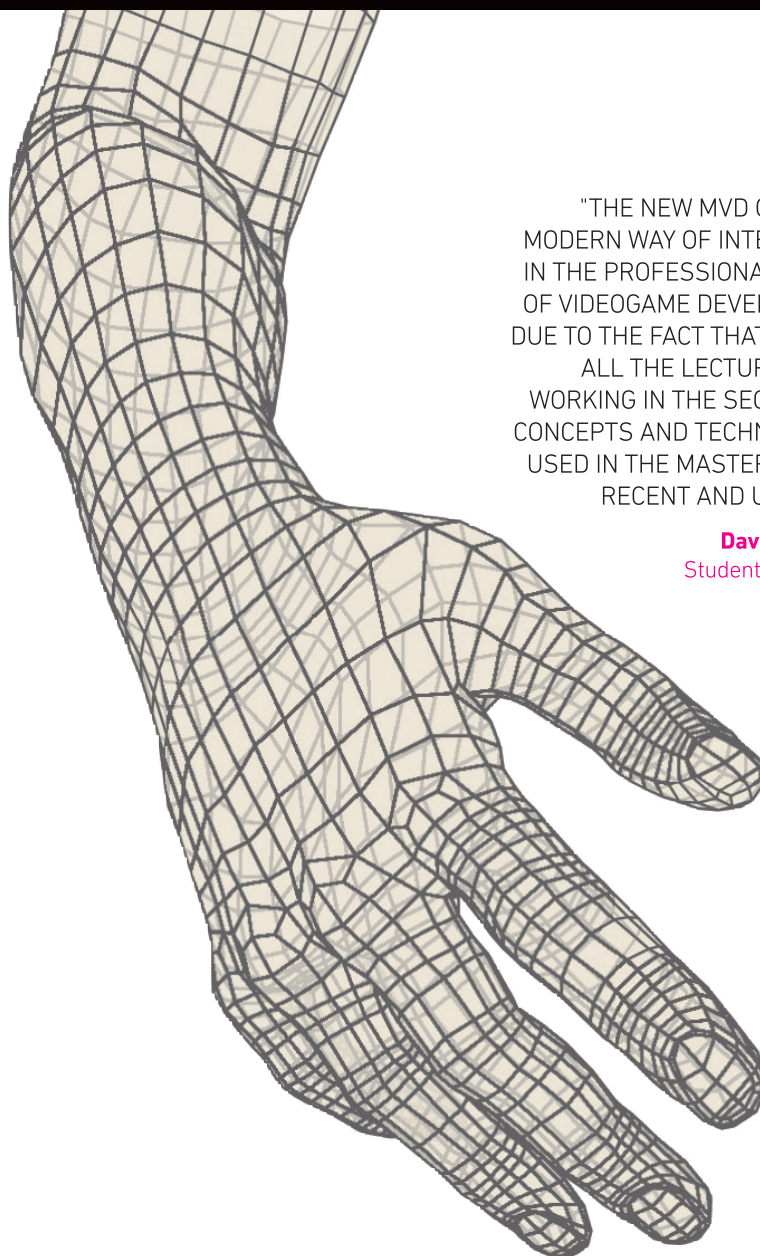
WHY STUDY THE MVD?

The MVD at La Salle is a **1-year full-time programme** designed to provide teach students to AAA industry standard competence in **Game Engine and Graphics Programming, Animation and Asset Pipeline Programming, Modern Game Design Techniques, Agile development methodologies.**

METHODOLOGY

The Master in **Advanced Videogame Development** is based on:

- Learn technology, design and algorithms **used by AAA game development studios**
- **Experienced teaching** staff from top games companies
- GameJams and **multiple projects to grow your portfolio**
- Large, collaborative, final project implementing features **you have learned.**



"THE NEW MVD OFFERS A MODERN WAY OF INTEGRATION IN THE PROFESSIONAL WORLD OF VIDEOGAME DEVELOPMENT. DUE TO THE FACT THAT ALMOST ALL THE LECTURERS ARE WORKING IN THE SECTOR, THE CONCEPTS AND TECHNOLOGIES USED IN THE MASTER WILL BE RECENT AND UPDATED."

David Gimeno,
Student MVD 2018

COMPANIES IN THE SECTOR:



SYLLABUS

TERM 1		TERM 2		TERM 3	
Engine Programming	6 ECTS	Advanced Graphics 1	6 ECTS	Advanced Graphics 2 & Animation	5 ECTS
Tool Scripting	6 ECTS	Animation Pipelines	5 ECTS	Computational Methods	4 ECTS
Game Design I (Unreal Engine)	7 ECTS	Game Design II (Unity)	7 ECTS	Analytics and Deployment	4 ECTS
TERM 4					
Final Master Project	10 ECTS				

EXIT PROFILE



“

THE MVD IS A GREAT WAY OF IMPROVING YOUR PROGRAMMING, DEVELOPMENT, AND DESIGN SKILLS; IN ORDER TO GET A GREAT JOB IN THE INDUSTRY, OR EVEN START YOUR OWN COMPANY.

Alun Evans,

PhD, MVD Coordinator

“

AFTER FINISHING MY DEGREE I FELT I NEEDED TO SPECIALIZE IN FOCUSING MY PROFESSIONAL CAREER IN THE VIDEO GAME INDUSTRY. WITH THIS MASTER'S DEGREE I HAVE HAD THE OPPORTUNITY TO LEARN CURRENT TECHNIQUES FROM PROFESSIONALS AND I AM CONVINCED THAT I AM READY TO DO IT NOW!

Andrea G. Fàbregas,

Student MVD 2018

ACADEMICS

The **MVD staff** is composed of relevant active professionals and prestigious academics:

ALBERT DE NOVA

Principal Engineer, King

FELIPE MATA

Senior Producer, King

JAVIER GARCIA

Senior Game Developer, King

ALBERTO SANCHEZ

Software Developer, Mobile Media Content

ALEXANDER PASCHALL

Ex-Community Manager, Epic Games

ALBERTO XAUBET

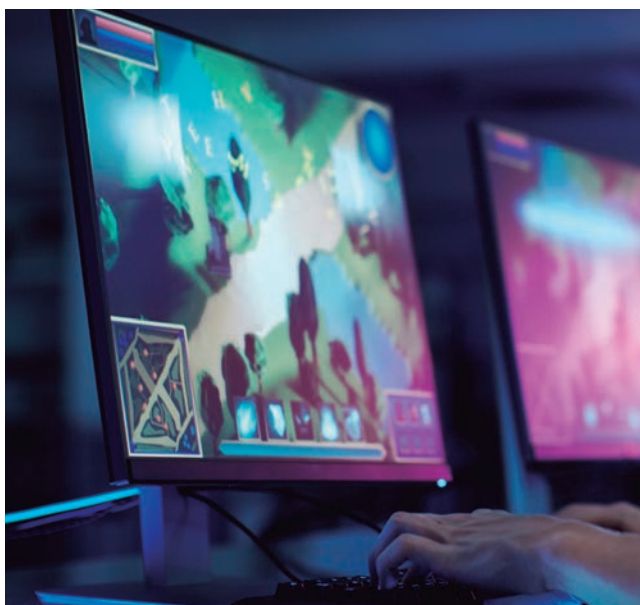
Senior Director of Engineering, GSN Games

PAU DAMIÀ

Composer and Sound Designer



**THIS PROGRAM RESPONDS TO
THE LABOR DEMAND THAT IS
INCREASING WITH A CLEAR
TREND OF GROWTH IN THE
COMING YEARS**



ADMISSION PROCESS

1 DOCUMENTATION

- Registration form
- University Degree certificate
- Updated CV
- Copy ID or passport

2 PERSONAL INTERVIEW

Once your documentation has been approved, you will be invited for a one-on-one meeting with the coordinator of the programme.

3 RESERVATION

Once the Admissions Committee validates your profile, we will communicate the results of your admission process and inform you of the payment conditions.

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AREAS OF KNOWLEDGE

- | MBA
- | PROJECT MANAGEMENT AND AGILE METHODS
- | MARKETING, ECOMMERCE AND SOCIAL MEDIA
- | TECHNOLOGY MANAGEMENT
- | SUPPLY CHAIN
- | SAP CONSULTING
- | DIGITAL TRANSFORMATION
- | EHEALTH
- | SMART CITIES
- | ACOUSTICS
- | BIG DATA AND DATA SCIENCE
- | SOFTWARE DEVELOPMENT AND CYBERSECURITY
- | ANIMATION, VIDEOGAMES AND UX
- | TELECOMMUNICATIONS AND ROBOTICS
- | SUSTAINABILITY AND ENERGY EFFICIENCY
- | REHABILITATION AND RESTORATION
- | INTERIOR ARCHITECTURE
- | DESIGN AND STRUCTURE CALCULATION
- | ARCHITECTURE AND BUILDING ENGINEERING
- | BIM MANAGEMENT

ADMISSIONS DEPARTMENT

+34 932 902 419

admissions@salle.url.edu

LA SALLE CAMPUS BARCELONA

Sant Joan de La Salle, 42.

08022 Barcelona

+34 932 902 419

www.salleurl.edu



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Campus
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Excelencia
Internacional

Members of:

