Bachelor's Degree

Video Game Design

LCI Barcelona

The World is
Your Classroom

BACHELOR'S DEGREE IN
Video Game Design

This program aims to provide specialized training for artists capable of designing, creating, and developing exclusive content for video games. We offer you the skills needed to successfully achieve your career goals, providing both technical and artistic training alongside leading industry professionals.

The **Bachelor's Degree in Video Game Design** establishes the processes of creating, developing, and building video games with a professional perspective. As your final project, you will create a fully developed video game from start to finish. This project will be shared on top download platforms for public exposure and final testing before a panel of experts.

Throughout the program, you will learn various processes and techniques from a fully interdisciplinary approach, enabling you to specialize in areas such as video game design, character design, 3D modeling, or concept art.

You will have the opportunity to work in a top-tier educational environment, learning from leading professionals in the field, engaging in projects, and exploring the latest trends in the video game industry to stay aligned with market demands.

Additionally, you will participate in workshops, masterclasses, and specialized events in the fields of video games and animation, maximizing your creative and technical potential.

By the end of your studies, you will be a #MadeInLCI professional, fully prepared to embark on your career in the professional world.

Technical information

Degree: Bachelor's Degree in Design, Video Game Design route

Credits: 240 ECTS

Duration: 4 academic years

Start Date: September

Language: Spanish

Modality: On-campus

DAVID CARRETERO
Head of the Animation
and Video Games Department

He is an animator and filmmaker with over 20 years of experience in the sector. David has worked in consulting, development, design, animation, production, and direction. His clients include Bassat Ogilvy, Mediapro, TV3, TVE, Danone, Orange, TMB, Nike, Adidas, and Philip Roman. He has also worked on several Goya award-winning films and on an Oscar-nominated one.

Structure

CORE COURSES
Introductory subjects providing foundational knowledge for subsequent courses in the degree program.

COMPULSORY COURSES
Specific material introduced during the first two years of the program, focusing on concepts, techniques, and working methodologies in greater depth.

COMPULSORY SUBJECTS FOR SPECIALIZATION
Specialized material introduced in the last two years of the program, emphasizing personal initiative for experimentation and innovation within the chosen area of specialization.

IN-COMPANY INTERNSHIPS
Practical experience within the industry, enabling students to develop cross-curricular competences, engage with advanced technologies, and understand the business world through vocational training. Internships are facilitated through LCI Barcelona's partnerships with multinational companies, medium-sized national and international companies, and studios specializing in design, communication, photography, corporate image, websites, publications, and commercial spaces.

ERASMUS+
Unique opportunities for international mobility, offered in partnership with other European universities through the Erasmus+ exchange program. Exchanges take place during the third year of the degree program.

INTERDISCIPLINARY PROJECTS
Projects fostering communication and innovation across LCI Barcelona's variety of programs and specializations, providing a comprehensive understanding of the creative field and building a strong network of contacts.

FINAL DEGREE PROJECT
Group project carried out under the supervision of a tutor and presented before an examining panel. It is a complete and complex piece of work in which students can integrate and demonstrate the knowledge acquired during their studies and the competencies associated with the degree.

Career Opportunities

Art Director

Game Director

Game Designer

Level Designer

Gameplay Designer

Scripter

Game Journalist

Concept Artist

3D Modeler

Texturizer

Lighting Artist

Rigger

Unity Operator

BACHELOR'S DEGREE IN
Video Game Design

	FIRST SEMESTER	SECOND SEMESTER
1st YEAR	6 ECTS BES Fundamentals of Design	4 ECTS BES Colour Theory
	4 ECTS BES Expression and Representation I	6 ECTS BES Expression and Representation II
	6 ECTS BES Digital Language and Techniques	4 ECTS BES Representation Techniques I
	4 ECTS BES Applied Science and Technology	6 ECTS BES History of Arts and Design
	6 ECTS BES Culture and Society	6 ECTS SCS Typography
	4 ECTS SCS Projects I	4 ECTS SCS Projects II
2nd YEAR	6 ECTS BES Communication and Audiovisual Media	4 ECTS BES Representation Techniques II
	4 ECTS BES Management of Creative Industries	4 ECTS SCS Management of Graphic Design and Visual Arts
	6 ECTS SCS Projects III	6 ECTS SCS Projects IV
	4 ECTS SCS Visual Composition	4 ECTS SCS Communication and Visualisation
	6 ECTS SCS Graphic Production	6 ECTS SCS Audiovisual Languages
	4 ECTS SCS History of Image and Design	6 ECTS SCS Digital Technology
3rd YEAR	4 ECTS RCS Interactive Narrative	4 ECTS RCS Scripting and Mental Maps
	6 ECTS RCS Platform Game Project	6 ECTS RCS AAA Project
	4 ECTS RCS Mechanics and Gamification	4 ECTS RCS Game Design
	6 ECTS RCS Art Design	4 ECTS RCS Generalist 3D II
	4 ECTS RCS Generalist 3D I	6 ECTS RCS Programming and Digital Tools II
	6 ECTS RCS Programming and Digital Tools I	3 ECTS RCS In-Company Internships
	3 ECTS RCS In-Company Internships	
4th YEAR	6 ECTS RCS Project Programming I	6 ECTS RCS Project Programming II
	6 ECTS RCS UX Design (for Video Games)	6 ECTS RCS Music and Sound Design
	8 ECTS RCS Artistic Direction	4 ECTS RCS Professional Profile
	12 ECTS RCS Final Degree Project	12 ECTS RCS Final Degree Project

BES	Basic Education Subject
SCS	Specialization Compulsory Subject
RCS	Route Compulsory Subject

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Video Game Design

1st YEAR

DESIGN FUNDAMENTALS

Introduction to the theories and principles of perception and visual language. Basic knowledge of visual grammar will be acquired: its elements (structure, shape, color, space, and volume) and their interrelationships, with the aim of enabling students to perceive, analyze, and compose visuals.

COLOR THEORY

Psychology of color, introduction to the perception and composition of color applied to animation and video games. Analysis of color in film, television, and video games, as well as in art in general. Knowledge of authors, directors, and their work with color in the audiovisual sector.

EXPRESSION AND REPRESENTATION I

Principles of artistic drawing, composition, perspective, form, and technique. Analysis and study of different schools of drawing and movements in the art world, with a focus on developing artistic capacities for use in animation and video games.

EXPRESSION AND REPRESENTATION II

Advancement of the principles of artistic drawing, focusing on concepts such as anatomy, perspective, lighting, and form. Analysis of anatomical drawing styles, principles of color, and study of technique.

TECHNIQUES OF REPRESENTATION I

Use, application, and representation of three-dimensional modeling techniques, with an emphasis on improving skills in 3D modeling software. Representation of objects in a three-dimensional format in various styles, and an understanding of how to work according to the specialty.

DIGITAL LANGUAGE AND TECHNIQUES

Introduction to animation, including its technique and style, as well as the study of its language, structure, and specific principles required to create an animation. Analysis of the 12 principles of animation established by Disney and their adaptation to the digital medium.

HISTORY OF ARTS AND DESIGN

Exploration of various concepts, scenarios, and perspectives in the world of art and design to acquire a critical perspective and develop creative tools for analysis. The history of art and aesthetics will be addressed, from Antiquity to Postmodernity, including the artistic avant-garde and the main trends in art and their connection to animation and video games.

APPLIED SCIENCE AND TECHNOLOGY

Introduction to the fundamentals of the 3D environment, with a focus on knowledge of specific software, its capabilities, and its applications in animation and video games. Overview of the 3D production pipeline and all technical processes, from modeling to rendering.

CULTURE AND SOCIETY

The significance of design, animation, and video games in contemporary culture and society. Introduction to information and communication theory, semiology, and aesthetics. Fundamentals of anthropology applied to video game and animation design, as well as consumer culture. Research and experimentation methods specific to the subject will also be covered.

TYPOGRAPHY

Introduction to the fundamentals of typography and text composition. Exploration of the letter as a form of expression and its effective use. Introduction to calligraphy, form, and lettering design.

PROJECTS I

Introduction to project methodology, including strategy, criteria, and techniques for visualizing ideas. Development of strategies to promote teamwork. Research and experimentation methods in animation and video game projects, and guidance on how to carry one out.

PROJECTS II

Creation of a 2D animation project based on foundational principles. Study of techniques and modes of representation for creating animations. Research and experimentation methods will also be discussed.

Video Game Design

2nd YEAR

REPRESENTATION TECHNIQUES II

Introduction to digital painting, focusing on form and the conceptualization of technique. Communication through color, research, and its application, as well as perception and composition. Color design for proposals, color scripts, and concept art for animation and video games.

COMMUNICATION AND AUDIOVISUAL MEDIA

The fundamentals of image theory and the basics of illustration will be addressed, both from technical and expressive language perspectives. This subject aims to equip students with the technical and conceptual skills necessary to produce a style appropriate to their specialty.

MANAGEMENT OF THE CREATIVE INDUSTRIES

Introduction to the fundamental concepts of video game companies within the economic and market framework. Students will learn the basic tools to understand the purpose of a company and the foundations of creating a business in the creative industries. Work and management tools will be provided based on company standards, competition, and market dynamics.

GRAPHIC DESIGN AND VISUAL ARTS MANAGEMENT

Introduction to personal management for animators. Understanding the production system and the stages of a project. Introduction to animation market analysis techniques, including work management, labor cost analysis, and personal promotion.specialty.

PROJECTS III

Creation of a 2D animation project for advertising. Development of an animated piece as a professional commission, simulating real-world work conditions. Includes creativity design, experimentation, adaptation to the market, and an introduction to the project methodology of the sector.

PROJECTS IV

Development of an animation project for film and television. Creation of an animated piece as a professional commission, simulating work conditions while adapting to the style and design methodology of the sector.

COMMUNICATION AND VISUALIZATION

Introduction to information design and transmedia work. Students will learn to document and analyze information, then communicate it visually using various artistic representation resources.

VISUAL COMPOSITION

Adaptation of traditional 2D animation techniques to a 3D workspace. Study and implementation of specific mechanics and software for 3D animation to effectively communicate visual ideas.

AUDIOVISUAL LANGUAGES

Introduction to audiovisual, cinematographic, shot, and narrative language. The principles of editing will be practiced through hands-on projects, applying the skills and tools acquired.

DIGITAL TECHNOLOGY

Enhancement of fundamental concepts of 3D design through advanced techniques for creating models, mapping, lighting, and rendering. Students will also explore research and experimentation methods specific to this subject.

GRAPHIC PRODUCTION

Introduction to the fundamental concepts of production for animation and video games, with a focus on merchandising design and the physical creation of products. Includes preparation for 3D printing and editing of graphic material.

HISTORY OF IMAGE AND DESIGN

Study of the main audiovisual manifestations throughout history. A journey through different concepts, movements, authors, and artistic trends in the fields of animation and video games, from their origins to the present day.

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3rd YEAR

INTERACTIVE NARRATIVE

Analysis, research, and creation of the narrative principles that form the structure of a video game script. Study of interactive narratives, their functionality, and how video games utilize them to enhance player engagement.

SCRIPT AND MIND MAPS

Creation, structuring, and development of tailored scripts for various video game styles based on narrative analysis. Preparation of mind maps to explore and organize possibilities within interactive scripts. Includes the creation and analysis of a global map for an RPG.

PLATFORM GAME PROJECT

Design of a platformer video game, from the initial concept to prototyping and final testing. Development and integration of all aspects necessary for a project of this type, with an emphasis on analyzing key factors for professional execution.

AAA PROJECT

Design of a prototype for a AAA game. Starting from an existing concept, students will learn to develop the steps involved in creating a game of this caliber. Through the analysis of styles and requirements unique to AAA games, a functional and playable prototype will be created.

MECHANICS AND GAMIFICATION

Introduction to game mechanics and gamification principles. Analysis, research, and development of foundational mechanics tailored to product style and requirements. Study of commonly used mechanics in apps, mobile games, consoles, and PCs, with the goal of developing an original approach.

GAME DESIGN

Preparation of essential documents required for video game development. Creation of a proprietary Game Design Document (GDD) and analysis of industry standards. Students will work on adapting their designs to various game styles, with a focus on meeting market demands.

ART DESIGN

Creation of game art based on the study of prominent styles in the industry, including emerging trends. Students will learn to craft a game with a coherent and captivating visual style.

GENERALIST 3D I

Introduction to organic and hard surface modeling in low-poly design, tailored for video games. Adaptation of 3D assets for game environments, including background design and the application of textures, lighting, and color.

GENERALIST 3D II

Advanced particle design and high-level 3D modeling, with a focus on integration, functionality, and optimization in game engines like Unity. Includes animation creation and rigging for video games.

PROGRAMMING AND DIGITAL TOOLS I

Introduction to various video game engines and their applications depending on the project type. Training in Unity software, with a focus on its features and adaptation for platform game projects. Includes the study of Unity's capabilities in both 2D and 3D development.

PROGRAMMING AND DIGITAL TOOLS II

Introduction to programming and scripting within a specific game engine. Development of basic scripts for various game styles, with a focus on establishing foundational programming skills for an AAA project.

IN-COMPANY INTERNSHIP

Professional internships in companies or institutions, where students will perform tasks typical of a video game designer while gaining hands-on experience in a real work environment.

Video Game Design

4th YEAR

PROJECT SCHEDULE I

Research and analysis of related projects from a programming perspective. Students will learn to identify project requirements and develop a production plan to schedule their projects effectively, minimizing risks.

PROJECT SCHEDULE II

In this second phase, active programming will be undertaken. After defining the project and designing its requirements, work will focus on a specific game engine, with the necessary scripts being programmed for implementation.

MUSIC AND SOUND DESIGN

Principles of music composition and sound design applied to video game projects. Analysis and study of different musical styles and soundscapes used in similar projects. Students will gain knowledge of sound editing software and learn to integrate audio into their own games.

PROFESSIONAL PROFILE

Exploration of career opportunities, market adaptation, and the design of a personal project. Development of a work plan, including strategies for communication and promotion through professional social networks. Familiarization with leading studios, events, artists, and festivals in the video game industry.

UX DESIGN FOR VIDEO GAMES

User experience design as applied to video games. Study and analysis of gameplay and user interaction, with a focus on creating effective interfaces tailored to the needs of different platforms.

ARTISTIC DIRECTION

Development and management of the entire artistic vision for a video game. Students will explore their personal style and learn how to oversee a project from both artistic and technical perspectives to ensure coherence across the product.

FINAL DEGREE PROJECT

Development of a video game in collaborative groups. From concept to completion, students will research and analyze their ideas, designing the project from scratch and preparing it for presentation at industry events. A unique narrative and artistic style will be created. During development, students will simulate real-world job roles, each specializing in a specific area. The project will culminate in a final presentation before a jury, with additional requirements for developing and marketing video game merchandise.

Video Game Design

Program faculty

Joan Guardiet

He is a graduate in Advertising and the coordinator for the courses on Language and Techniques for Representation and Communication. With over 20 years of experience in the animation and board game industries, he works as an illustrator, background artist, storyboard artist, animator, and art director for renowned companies. Joan founded his own studio, Pistacchio, and his client portfolio includes prominent names like Neptuno Films, Nikodemo, Imagic TV, Devir, FC Barcelona, the Catalan Government, Random House Mondadori, Salvat, and Ogilvy.

www.joanguardiet.com

Alejandro López

He is a graduate in Journalism and the coordinator of courses on Technologies Applied to Graphic Design. With over 15 years of experience in the animation sector, he has worked as a director and 3D artist in television series, film, and advertising for renowned companies like Ilion Animation Studio, Urano Films, Molinare, Arx Anima, Mago Productions, and B-Water.

https://anyolopez.wixsite.com/alexlopezanimation

Allan Rabelo

He is a graduate in Design and a professor of Drawing and Storyboarding. Originally from Rio de Janeiro, he has collaborated with numerous studios, producing storyboards for advertising, film, and animation. He has also worked as an illustrator for comic book and children's book publishers. His notable work includes contributions to films such as Cidade dos Homens, Tropa de Elite, Mandrake, Good, Chico & Rita, and They Shot the Piano Player.

www.allanrabelo.org

Raúl Berninches

He is a graduate in Audiovisual Communication with a Master's in Cultural Enterprise Management. He teaches Production and has worked as an Executive Producer for animation, film, and video game companies. With over 10 years of experience, he has been developing and creating various series and films at Mago Productions.

Melisa Farina

She is a graduate in Advertising and a professor of 2D Animation (cell animation). She has worked as an animator for more than 12 years, specializing in advertising, 2D commercial spots, and illustration. Her expertise includes motion graphics and cell animation, with projects for top studios like 2veinte, Escaad, Vlexus Animación, Le Cube.tv, and Cartoon Network, among others.

www.melisafarina.com

Video Game Design

Program faculty

David Gómez

He is a graduate in Design with a Master's in Gamification and Transmedia Narratives. He teaches Projects and Game Design in the Video Game Design program. With over 15 years of experience, he works as an Art Director, New Media Creative Manager, technology consultant, and designer at Basetis Technology Consultancy. In parallel, he designs games, creates layouts, and trains future players.

Hugo Fernández

He is a graduate in Architecture from the Polytechnic University of Barcelona and teaches 3D Modeling and 3D Printing. With over 10 years of experience in art, advertising, animation, and architecture, he specializes in 3D modeling and 2D graphics. Hugo excels in creating computer-generated graphics, from character design to 3D modeling and printing. His artistic pursuits have also led him to design art toys, which he has exhibited in art galleries.

www.hugofmoya.artstation.com

Daniel Rissech

He is a graduate in Art History and Audiovisual Directing and Production. With over 20 years of experience in the audiovisual industry, he specializes in narrative and scriptwriting for advertising, television, animation, and video games. He has worked with companies such as La Cubana, Just Films, Catalan Corporation of Audiovisual Media, Minoria Absoluta, Dark Curry, Ivanovich Games SL, Undercoders, Cubus Games, and Sumalab, among others.

Ana de la Mora

She works in the field of design, specializing in conceptual art, illustration, and motion graphics, with projects aimed at advertising, film, television series, and audiovisual productions. Throughout her professional career, she has developed and directed numerous creative projects, including interactive design, video mapping, and experimental animation. Currently, she serves as a creative director and is the co-founder of Somnialab.

https://somnialab.com

Among many others.

FAQ

Are bachelor's degrees equivalent to university degrees?
Yes. They are classified at the same level within the Spanish Higher Education Qualifications Framework (MECES) and, therefore, they are equivalent. The bachelor's degree grants access to official master's studies and, subsequently, to the possibility of pursuing PhD studies.

Does the bachelor's degree at LCI Barcelona have the same didactic structure as a degree at a university?
Yes, the program spans 4 academic years (240 ECTS). It includes core curriculum, compulsory specialty subjects, electives, internships, and a final project.

Can I apply for public scholarships?
Yes. Students can apply for the Spanish Ministry of Education scholarships announced annually, as well as other national and international grants depending on their origin.

Is it possible to participate in the Erasmus+ program?
Yes. Since 2007, LCI Barcelona has been part of the Erasmus+ system and maintains agreements with numerous universities and schools throughout Europe. Students can participate in Erasmus+ during their third year of studies, and we also host international students from these partner universities.

When are the internships carried out?
In the third year of the degree, there is a compulsory internship subject. Additionally, students can undertake extracurricular internships starting in the second year. Our Company Service manages internship agreements and supports students' transition into the labor market.

Is language proficiency required to obtain a bachelor's degree?
Yes, to graduate with a bachelor's degree, students must prove proficiency in a foreign language
(English, German, French, Italian, etc.) by presenting an officially recognized B2 level certificate based on the CEFR.

Is it possible to access undergraduate studies at LCI Barcelona without having completed a baccalaureate in art or similar?
Yes. Access to undergraduate studies does not require previous specific training in design or fine arts. We value students with interest and dedication who want to develop their talent in the world of design and creativity.

Do I need to pass the university entrance exam to access LCI Barcelona?
No. Admission to bachelor's degrees does not require the university entrance exam (selectividad). Instead, you must pass a specific official entrance exam regulated by the Education Department. This test is conducted at our school, and incoming students can attend free preparatory training sessions.

What procedures are required for a student who has completed the baccalaureate in a non-Spanish educational system?
Students must have their baccalaureate studies or equivalent officially recognized and take the specific official entrance exam. This is a straightforward process that must be completed before starting studies at LCI Barcelona. Our Admissions team provides guidance to ensure students complete the necessary recognition process.

What is the labor market insertion of LCI Barcelona graduates? Are careers related to design and visual arts in high demand?
LCI Barcelona graduates enter the job market rapidly, with 80% securing jobs within the first six months after graduation. Catalonia is a leading region in creating high-quality jobs in design and visual arts, both nationally and across Europe.

LCI Barcelona

Authorized Center (Code 08058398)

Generalitat de Catalunya
**Departament
d'Educació**

POSITIVE
Accreditation

21810902-08398-20

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LCI Education