

Tecnologia em Jogos Digitais/Digital Games Technology Degree Course

FATEC Carapicuíba - 2013

1st. Term	2nd. Term	3rd. Term	4th. Term	5th. Term	6th. Term
Principles of Digital Games (2)	Diagnosis and Problem Solving in Information Technology (4)	Parallel Processing in Digital Games (4)	Digital Games Screenplay Writing (4)	Animation and sound in digital games (4)	Digital Games for console (4)
Information Technology in Organizations (4)	Operating Systems (4)	Persistence and Data Base in Digital Games (4)	Games Development Tools 4)	Human-Computer Interaction in DG (2)	Advanced Studies of Digital Games (2)
Computer Architecture and Organization (4)	Computer Network Technology (4)	Digital Games Software Engineering I (4)	Digital Games Software Engineering II (4)	Digital Games Project (Game Design) (2)	Digital Games for Mobile Devices (4)
Scientific Technological Research Methodology (2)	Programming I (4)	Object-oriented Programming (4)	Advanced Programming (4)	Computer Graphics in Digital Games (4)	Artificial Intelligence for Games (4)
Programming I (4)	Programming II (4)	Object-oriented Programming (4)	Advanced Programming (4)	Web Games (4)	Entrepreneurship (2)
Discrete Mathematics (4)	Diferential and Integral Calculus Applied to IT (4)	Fundamentals of Mathematics for Digital Games (2)	Introduction to Web Development (2)	Enterprise Management in Information Technology (4)	Law and Professional Ethics in Information Society (4)
Portuguese Language I (2)	Portuguese Language II (2)	Probability and Statistics (4)	Physics Applied to Digital Games (4)	Undergraduate Major Work I (2)	Undergraduate Major Work II (2)
English Language I (2)	English Language II (2)	English Language III (2)	English Language IV (2)	English Language V (2)	English Language VI (2)
Classes: Weekly 24 Term 480	Classes: Weekly 24 Term 480	Classes: Weekly 24 Term 480	Classes: Weekly 24 Term 480	Classes: Weekly 24 Term 480	Classes: Weekly 24 Term 480

Curricular Internship (as from the 3rd. Term) - 240 hours - Undergraduate Major Work (as from the 5th. Term) - 160 hours

ALLOCATION OF CLASSES PER FORMATIVE CORE					
Basic Core Subjects	Classes	%	Professional Core Subjects	Classes	%
Foreign Language Communication Skills	240	8,3	Computer Science: IT Infrastructure	400	13,8
Portuguese Language Communication Skills	80	2,8	Computer Science: Software Engineering and Programming	520	18,1
Mathematics and Statistics	280	9,7	Computer Science - Digital Games	960	33,3
Physics Applied to Digital Games	80	2,8	Business Management and Entrepreneurship	120	4,1
			Cross-Studies - Interdisciplinary	200	7
Total	680	23,6	Total	2.200	76,3

COURSE LOAD SUMMARY : 2880 classes --> 2400 hours (fulfills CNCST) + (240 hours of CURRICULAR INTERNSHIP + *160 hours of Undergraduate Major Work) = **2800 HOURS**