



SOFIA UNIVERSITY "ST. KLIMENT OHRIDSKI"

FACULTY OF JOURNALISM AND MASS COMMUNICATION

## CURRICULUM

Professional Field: **Public Communications and Information Sciences**

Educational and Qualification Degree "**Master**"

Specialty: **Journalism**

Master's Program: **Digital Media and Video Games**

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Form of study: **part-time**

Duration of training (number of semesters): **three**

Professional Qualification: **Master of Digital Media and Video Games**

## Qualification description

**Specialty:** JOURNALISM

**Master's Program:** DIGITAL MEDIA AND VIDEO GAMES

### 1. Focus, educational goals

#### Focus

The Master's Degree Program "Digital Media and Video Games" is an interdisciplinary program. It is widely open to students that have graduated from different majors – from the fields of humanitarian and social studies, but also from the fields of the exact sciences. The program is directed at those students, who have a will for an in-depth study of digital media in the context of video games, considered in the wide range of their presence in contemporary society: from the cultural practices, through the technological particularities, to the market principles that are linked to their producing and distribution. The program is intended for the students that have acquired the Education and Qualification Degree "Bachelor" or "Master" at Sofia University or at other high education institutions.

#### Aim

The aim of the program is to provide the students with a quality education in the field of digital media and video games through a combination of theoretical and practical disciplines. Students have the possibility to look at the medium of video games from different point of views and to combine the knowledge of every one of the separate study modules, which are led by acting specialists in the creation of video games (the lecturers in this module work at Ubisoft Bulgaria).

#### Educational goals

The training sets itself the important task of provision of professional knowledge and skills in the field of digital media and video games and at the same time it stimulates and develops the analytical and critical competencies of the students.

### 2. Training (skills and knowledge that are necessary for a successful professional activity; general theoretical and specialized training, etc.)

#### Curriculum

Curriculum includes compulsory, elective and optional courses that – in their aggregation – ensure stable knowledge and practical competencies for work in digital medium.

The training is realized in three semesters and ends with a thesis that is defended in front of a State exam committee of the "Radio and Television" Department.

#### General theoretical training

The disciplines are organized in such way in the curriculum that they give an opportunity to the students for obtaining of structured knowledge of digital media and of media specifics of video games. Key concepts and techniques in the building of narrative and in the practical writing of stories for video games are being clarified. Along with that, students are offered the possibility of changing their roles and do a critical analysis of the narrative and the games. The program views video games as part of the contemporary medium (they function as important and often global platforms for communication between participants, for distribution of ideas, information, advertisement, etc.). Theoretical knowledge of the role of vision and music in games is being included. Courses are provided that ensure an introduction to the history of games, courses that make students familiar with the appearance and development of role play games, there is also a specialized course on indie and open source games. Specialists are attracted, who teach basic concepts in the field of communication and media; of law that is linked to digital media; of sociology and researches of user behavior in the complex context of everyday practices, technologies, markets, regulations; of economics of digital media.

#### Specialized training

During their 3-semester training, students have the possibility of realization of practical tasks. From a special importance for the practical training is the presence of two practical modules that are led by specialists, who work at Ubisoft – one of the key video games and interactive services firms on the market, which has an agency in Bulgaria.

### **3. Professional competencies**

#### Knowledge

Graduating students have knowledge of communication, of digital media and their specifics, of narrative and narration in media, of games and their variations in the virtual field, of legal, sociological and economic dimensions of the digital world and of the video games industry as an important sector of this digital world.

#### Skills

Graduating students can solve creative tasks, participate in the producing of media products and games, and work successfully and fruitfully in a team, create projects and successfully realize them.

#### Competencies

The end result of this training is harmonious knowledge, an integral part of which is the critical competency and socially responsible practice of a broad set of skills that are linked to digital media, especially to the video games industry. The program also develops skills for writing for video games (critical analysis on video games) – a fully new and innovative competency for Bulgaria that is especially necessary according to the growing popularity of games and to the search for similar analyses in media.

### **4. Professional development**

The knowledge and skills, which are acquired by the students from the Master's Program, give them a possibility for realization in the field of digital media and in the video games sector: as media processes analysts, as PR specialists, authors, screenplay writers and creative directors in video games firms, as well as video games analysts, who are writing for the media.

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Major in "Journalism" / Master's Program "Digital Media and Video Games"

for the class starting in 2021-2022 year

№	Course Code	Course Title	Type - C, E, O	term	ECTS credits	Number of classes - total				Number of classes per week	Type of evaluation* - E, CA, CEV, Cont.
						Total	Lectures	Seminars	Practical classes/ practices		
1	2	3	4	5	6	7	8	9	10	11	12

**Compulsory Courses**

1	3	6	0	1	Virtual Culture	C	1	6	180	30	0		30+0	E
2	3	6	0	5	Aesthetics of the Art Game	C	1	6	180	30	0		30+0	E
3	3	6	0	7	The Image in the Analog and in the Digital Age	C	1	2	60	20	0		20+0	E
4	3	1	4	8	Sound Medium	C	1	2	60	20	0		20+0	E
5	3	6	1	7	Reflexive Communication - New Writing Techniques	C	1	2	60	20	0		20+0	E
6	3	6	1	0	Computer Role Play Games - History and Development	C	1	6	180	0	30		0+30	CA
7	3	6	1	9	Creation of a Video Game - I Part	C	1	6	180	0	30		0+30	CA
8	3	6	0	8	Interactive Narrative and Combinative Narration	C	2	3	90	20	0		20+0	E
9	3	5	2	6	Introduction to Digital Humanitarian Sciences	C	2	5	150	30	0		30+0	E
10	3	6	1	1	Music and Digital Media	C	2	5	150	20	0		20+0	E
11	3	6	1	5	User Behavior	C	2	5	150	30	0		30+0	E
12	3	6	1	2	Narratives of the Future	C	2	5	150	30	0		30+0	E
13	3	6	2	0	Creation of a Video Game - II Part	C	2	5	150	0	30		0+30	CA
14	3	5	2	7	Intellectual Property	C	3	2	60	0	30		0+30	E
15	3	6	1	8	Strategic Business Planning in a Digital Medium	C	3	2	60	20	0		20+0	E
16	3	6	0	3	Dialogue and Monologue in the Creation of a Video Game	C	3	2	60	20	0		20+0	E
17	3	6	0	4	Digital Fan Cultures	C	3	3	90	30	0		30+0	E
18	3	6	1	3	Narration and Video Games	C	3	2	60	30	0		30+0	E
19	3	5	3	1	Creative Writing	C	3	2	60	0	30		0+30	CA

№	Course Code	Course Title	Type - C, E, O	term	ECTS credits	Number of classes - total				Number of classes per week	Type of evaluation* - E, CA, CEV, Cont.
						Total	Lectures	Seminars	Practical classes/ practices		
1	2	3	4	5	6	7	8	9	10	11	12

**Elective Courses** – selected disciplines must carry at least 4 credits (2 credits in the second term and 2 credits in the third term)

1	И	6	2	1	Creative Writing of Digital Stories for Children and Young Adult Auditories	E	2	2	60	0	20		0+20	CA
4	И	6	1	4	Approaches in the Analysis and Interpretation of Games	E	2	2	60	0	20		0+20	CA
3	И	6	0	2	Visualizations in the Virtual World	E	2	2	60	0	20		0+20	CA
3	И	5	2	8	Digital Cultures	E	2	2	60	20	0		20+0	CA
3	И	5	2	9	Audio and Visual Content for Computer Games	E	2	2	60	20	0		20+0	CA
2	И	6	0	6	Game Mechanics and Narration	E	3	2	60	0	30		0+30	CA
5	И	6	0	9	History of the Indie and Open Code Games	E	3	2	60	0	30		0+30	CA

### Graduation

Form of a degree completion	ECTS - credits	First thesis defence session	Second thesis defence session
Thesis Defence	15	July	November

Sofia University "St. Kliment Ohridski"  
**Curriculum Reference Statement**  
 Major in "Journalism" / Master's Program "Digital Media and Video Games"  
 Educational Form: part-time, Educational Period: 3 terms

Course Load, ECTS-credits and number of grades for the term																																	
Type of courses	I term			II term			III term			IV term			V term			VI term			VII term			VIII term			IX term			X term			Total		
	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades	Course Load (number of	ECTS – credits	Number of grades			
Compulsory Courses	180	30	7	160	28	6	160	13	6																								
Min. of elective courses	0	0	0	20	2	1	30	2	1																								
Study Practices																																	
<b>Total:</b>	<b>180</b>	<b>30</b>	<b>7</b>	<b>180</b>	<b>30</b>	<b>7</b>	<b>190</b>	<b>15</b>	<b>7</b>																			<b>550</b>	<b>75</b>	<b>21</b>			

Form of a degree completion	ECTS - credits	number of classes for preparation	First thesis defence session	Second thesis defence session
Thesis Defence	15		July	November

**Acquired Professional Qualification:** Master of Digital Media and Video Games