



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**

Ф	Ж	Ж	3	6	2	2	2	6
---	---	---	---	---	---	---	---	---

Form of study: **part-time**

Duration of study (number of semesters): **three (90 credits)**

Professional qualification: **Master in 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 program „Digital Media and Video Games“ is interdisciplinary and is widely open to students who have graduated from various specialties - from the fields of the humanities and social sciences, but also from the exact sciences. The program is aimed at those who wish to study in depth digital media in the context of video games, examined in the broad range of their presence in modern society: from cultural practices, through technological features, to market principles related to their production and distribution. The program is intended for those who have acquired the educational and qualification degree „Bachelor“ or „Master“ at Sofia University „St. Kliment Ohridski“ and at other higher education institutions.

Goal

The goal of the program is to provide the students with quality education in the field of digital media and games through a combination of theoretical and practical courses. Students are given the opportunity to look at the media environment of video games from different perspectives and to combine knowledge about each of the individual components through the process of their creation, use and distribution. An advantage of the program is that it also provides specialized practical training – through learning modules led by active specialists in the creation of video games (the teachers in these modules work at Ubisoft Bulgaria).

Educational objectives

The education sets itself the important task of providing professional knowledge and skills in the field of digital media and video games, while at the same time stimulating and developing the analytical and critical competencies of the students.

2. Education (knowledge and skills necessary for successful professional activity; general theoretical and special training, etc.)

Curriculum

The curriculum includes compulsory, elective and optional courses, which – in their aggregate – provide solid knowledge and practical competencies for working in a digital environment. The education is carried out in three semesters and ends with a diploma thesis defended in front of a State Examination Commission of the Department of Radio and Television.

General theoretical preparation

The courses in the curriculum are organized in such a way that they enable students to gain structured knowledge about digital media and the media specifics of video games. Key concepts and techniques in the construction of the narrative and the practical writing of stories for video games are clarified. At the same time, students are offered to change roles and subject the narrative and games to critical analysis. The program considers video games as a part of the modern media environment (they function as important and often global platforms for communication between the participants, for the dissemination of ideas, information, advertising, etc.). Theoretical knowledge about the role of vision and music in games is included. There are planned courses that introduce the history of games, familiarize students with the emergence and development of role-playing games, as well as a special course on indie and open source games. Specialists have been brought in, who teach fundamentals in the field of communication and media; law related to digital media; sociology and research of consumer behavior in a complex context of everyday practices, technologies, markets, regulations; the economy of digital media.

Special preparation

During their 3-semester education, students have the opportunity to complete practical tasks. Of particular importance for practical training is the presence of two practical modules led by specialists from „Ubisoft“, one of the main video game and interactive services companies on the market, which has a representative office in Bulgaria.

3. Professional and general competencies, specific competencies

Knowledge

Graduating students possess knowledge about communication, digital media and their specifics, about narrative and storytelling in the media, about games and their varieties in the virtual sphere, the legal, sociological and economic dimensions of the digital world and the video game industry as its important sector.

Skills

Graduates can solve creative tasks, participate in the production of media products and games, work in a team successfully and fruitfully, create projects and successfully implement them.

Competencies

The final result of the education is a harmonious knowledge, an integral part of which is the critical competence and socially responsible practice of a wide range of skills related to digital media and in particular the video game industry. The program also builds abilities for writing about video games (critical analysis of video games) – a completely new and innovative competence for Bulgaria, especially needed against the backdrop of the ever-widening popularity of games and the demand for such analysis in the media.

4. Professional development (according to the National Classification of Occupations and Positions in the Republic of Bulgaria/international classifications and according to the position of the future specialist in the National Qualifications Framework for Higher Education and the European Qualifications Framework)

Masters from the program can be realized as authors, reporters, editors, presenters, producers in the media. The knowledge and skills that students receive from the master's program enables them to realize themselves in the field of digital media and the video game sector: as analysts of media processes, as authors, screenwriters and creative directors in video game companies, as well as video game analysts writing for the media.

According to the National Classification of Occupations and Positions in the Republic of Bulgaria (NCOP-2011), graduates will be able to work as: 1330 Managers in the field of information and communication technologies, 2641 Writers and related workers, 2642 Journalists, 2656 Radio, television and other speakers, as well as other positions in the sector that meet market demand.

Ф Ж М 3 6 2 2

spec. code

Specialty "Journalism" / Master's Program "Digital Media and Video Games" - part-time (90 credits)

for the class starting in the 2026-2027 academic year

No.	discipline code	Course Title	Type - C, E, O	term	ECTS credits	Hours - total number					Number of classes per week	Type of evaluation* - E, CA, CEV, Cont.
						Total	Lectures	Seminars	Practical classes/ practices	Extracurricular Activity		
1	2	3	4	5	6	7	8	9	10	11	12	13

Compulsory Courses

1	3 6 0 1	Virtual culture	C	1	5	150	30	0	0	120	30+0+0	CA
2	3 6 0 5	Aesthetics of the art game	C	1	5	150	30	0	0	120	30+0+0	E
3	3 8 1 1	Cultural industries before and after the digital revolution	C	1	2	60	20	0	0	40	20+0+0	CA
4	3 1 4 8	Sound medium	C	1	5	150	30	0	0	120	30+0+0	CA
5	3 5 2 9	Audiovisual content for computer games	C	1	3	90	20	0	0	70	20+0+0	CA
6	3 6 1 0	Computer role-playing games - history and development	C	1	5	150	0	30	0	120	0+30+0	CEV
7	3 6 1 9	Creating a video game	C	1	5	150	0	30	0	120	0+30+0	CEV
8	3 7 2 3	History of cinema	C	2	5	150	30	0	0	120	30+0+0	E
9	3 5 2 6	Introduction to Digital humanities	C	2	5	150	30	0	0	120	30+0+0	E
10	3 6 1 1	Music and digital media	C	2	5	150	30	0	0	120	30+0+0	CA
11	3 6 1 5	User behavior	C	2	5	150	30	0	0	120	30+0+0	CA
12	3 6 1 2	Narratives of the future	C	2	5	150	30	0	0	120	30+0+0	CA
13	3 6 1 8	Strategic business planning in a digital medium	C	3	3	90	20	0	0	70	20+0+0	CA
14	3 6 0 3	Dialogue and monologue in video game development	C	3	3	90	20	0	0	70	20+0+0	CA
15	3 6 0 4	Digital fan cultures	C	3	3	90	30	0	0	60	30+0+0	CA
16	3 6 1 3	Narration and video games	C	3	2	60	30	0	0	30	30+0+0	E
17	3 5 3 1	Creative writing	C	3	2	60	0	30	0	30	0+30+0	CEV

Elective Courses – the selected disciplines must carry at least 7 credits (5 credits from the second term and 2 credits from the third term)

1	И 6 0 7	Image in the analog and digital era	E	2	5	150	20	0	0	130	20+0+0	CEV
2	И 6 1 4	Approaches to the analysis and interpretation of games	E	2	5	150	0	20	0	130	0+20+0	CEV
3	И 5 2 8	Digital cultures	E	2	5	150	10	10	0	130	10+10+0	CA
4	И 8 2 0	Cinema and podcasts	E	2	5	150	0	20	0	130	0+20+0	CEV
5	И 6 0 6	Game mechanics and narration	E	3	2	60	0	30	0	30	0+30+0	CEV
6	И 6 0 9	History of indie and open source games	E	3	2	60	0	30	0	30	0+30+0	CEV

Optional Courses

1	Φ	0	0	3	Visual culture and online space	0	3	2	60	0	15	0	45	0+15+0	CEV
2	Φ	0	0	4	Social networks and audiences	0	3	2	60	0	15	0	45	0+15+0	CEV

Graduation

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

Successfully taken exams in the Erasmus+ Program during a period of outgoing academic mobility of students at the FJMC are accepted and included in the diploma instead of or along with the elective courses, which are a part of the curriculum.

Sofia University "St. Kliment Ohridski"

Curriculum Reference Statement

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

educational form: part-time, duration of study: 3 semesters (90 credits)

Workload, ECTS credits and grades by semester																																	
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 classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades	Course Load (number of classes)	ECTS – credits	Number of grades			
compulsory courses	190	30	7	150	25	5	130	13	5																			470	68	17			
min. elective courses				20	5	1	30	2	1																			50	7	2			
optional courses																																	
learning practices																												number of classes					
Total:	190	30	7	170	30	6	160	15	6																		520	75	19				

Form of degree completion	ECTS - credits	Number of hours for preparation	First thesis defence session	Second thesis defence session
Thesis Defence	15		July	November

Acquired professional qualification: Master in Digital Media and Video Games