Curriculum
Total credit hours: 121

COURSE CODE	COURSE TITLE	COURSE CODE	COURSE TITLE	COURSE CODE	COURSE TITLE
General Education Requirements: 21 Credit Hours					
ARL 101(A)	Communication Skills in Arabic I	ENG 200	English II	FWS 205	UAE and GCC Society
FWS 211	Fundamentals of Emotional Intelligence	FWS100(E)	Academic Skills for Success	ISL100 (A)	Islamic Culture
FWS 310	Fundamentals of Innovation and Entrepreneurship				
Program Core Requirements: 88 Credit Hours					
GDS131	Escape Game Project	GDS100	Level Design	GDS101	Principles of Game Design
GDS132	Level Design Workshop	GDS121	Introduction to Adobe Suite	GDS102	Prototyping Techniques
GDS231	Board Game Project	GDS223	Introduction to Unity	GDS222	Office Tools and Applications
GDS201	Game Mechanics	GDS211	History of Video Games	GDS232	2D Game Design Project
GDS212	Mobile Game Culture	GDS202	Gamer Profiles and Behaviors	GDS203	Game Documents
GDS331	Platformer Game Project	GDS301	Narrative Design for Video Games	GDS311	Current Trends in Video Games
GDS321	Introduction to 3D Modeling	GDS332	First-Person Shooter Game Project	GDS302	Game Analytics and Philosophies
GDS312	Game Genre Analysis (FPS)	GDS431	Mobile Game Project	GDS421	Introduction to Unreal
GDS490	Capstone Project	GDS499	Internship		
Open Elective Courses: 12 Credit Hours					
OE 1	Open Elective 1	OE 2	Open Elective 2	OE 3	Open Elective 3
OE 4	Open Elective 4				

BACHELOR OF ARTS IN

VIDEO GAME DESIGN

جامعة أبوظبي
Abu Dhabi University
College of Arts, Education, and Social Sciences

Program Overview

Abu Dhabi University's Bachelor of Arts in Video Game Design (BAVGD), developed in collaboration with France's world-renowned Rubika School, is your gateway to an exhilarating career in the gaming industry. This cutting-edge program transforms creative vision into professional expertise through hands-on learning and industry immersion. From your first day, you'll master professional tools like Unity and Unreal Engine while developing core skills in game mechanics, interactive storytelling, and immersive technologies including VR/AR development.

Our curriculum blends technical mastery with creative expression, featuring real-world projects, professional internships, and a career-launching capstone experience. What sets our program apart is the joint delivery with Rubika School as well as its direct industry connection. You will learn from gaming professionals, work with the latest technology in our state-of-the-art labs, and graduate with a polished portfolio that showcases your talent to top employers worldwide. Whether you dream of creating blockbuster AAA titles, innovative indie games, or groundbreaking interactive experiences, we provide the tools, mentorship, and industry access to make it happen.

The gaming industry is waiting for your unique voice. Your journey begins here.

Who should apply?

This program is designed for creative thinkers, tech enthusiasts, and passionate gamers who want to turn their love for gaming into a professional career. Whether you dream of designing immersive worlds, developing cutting-edge VR experiences, or crafting engaging gameplay mechanics, we'll equip you with industry-leading skills. Ideal candidates include future game designers, storytellers, and developers eager to master tools like Unity and Unreal Engine while building a standout portfolio. Just bring your curiosity and dedication, If you're ready to shape the future of gaming.

Career Prospects

Graduates can pursue roles as game designers, level artists, narrative developers, or VR specialists in AAA studios, indie teams, and mobile gaming companies worldwide. The program also prepares you for emerging fields in esports, serious games, and interactive media.

Why Bachelor of Arts in Video Game Design?

Bachelor of Arts in Video Game Design has been designed to prepare graduates for:
- Game Development
- Level Design
- Narrative Creation
- VR/AR Innovation
- Mobile Gaming
- Indie Production
- Diverse Opportunities
- Real – World Experience