

<b>Name of the specialization:</b>	<b>Creating computer games</b>
<b>Name of the field of study:</b>	Computer Science
<b>Level of studies:</b>	Second-degree studies
<b>Profile of studies:</b>	Practical
<b>Form of studies:</b>	Full-time and part-time
<b>Description of the specialization:</b>	<p>Computer games are currently one of the most recognizable Polish export goods. Although the title of the Polish gaming capital belongs to Katowice and it is there that numerous companies related to computer graphics and the computer games industry have their offices and branches, Częstochowa is the most important urban centre located in the northern subregion of the Silesian Voivodeship, which is dynamically developing and becoming a competitive counterweight to the offer of Katowice and the Upper Silesian-Zagłębie Metropolis. Hence, the idea of providing graduates with the creating computer games specialization, which was created to teach practical skills and develop competences in the field of designing and programming computer games, including designing interfaces for games, ways of using and operating engines to simulate a specific scene, methods of modeling and animating 2D and 3D objects, designing 3D scenes that will be physically simulated, programming games for mobile devices, using artificial intelligence methods and algorithms in games. The curriculum focuses on the subjects related to computer and multimedia graphics, in particular: designing and programming graphics for the needs of games, proper sounding in games, designing augmented reality (AR) and programming virtual reality (VR). A graduate of this major is able to practically use the latest technologies in computer graphics and multimedia and quickly adapt to market requirements and needs.</p> <p>A graduate of the creating computer games major is a qualified designer and computer game programmer and can find employment in companies that create computer games.</p>
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