



ESCOLA DE
TECNOLOGIAS
INOVAÇÃO
E CRIAÇÃO
DO ALGARVE



ETIC_ALGARVE
MERCADO MUNICIPAL DE FARO
1º PISO ETIC_ALGARVE, CX. 77
8000-151 FARO
289 823 359* | 960 309 550**

eticalgarve.com

Games Development

3RD YEAR | SPECIALISATION

DURATION

1 year

CLASS SIZE

8-16

TIMETABLE

After-hours

B-LEARNING

The course...

specialisation in Games Development is a valuable asset for anyone wishing to work in the video game industry and specialise in a particular field.

▪ With this Specialisation, you will develop advanced skills in the field of **Games Development**, enabling you to take a significant step towards obtaining an internationally recognised qualification. The course combines **Research, Critical Analysis** and **Practical Experience**, equipping students with the diverse skills and methodologies required for a successful international career, particularly in **Gameplay Systems, Tools** and **Programming**.

This specialised programme from **ETIC Algarve** is recognised and accredited by Teesside University, through which you can access a pathway to an internationally recognised degree.

CAREER OPPORTUNITIES

- Video Game Developer ▪ Video Game Programmer
- GamePlay Software ▪ Technical Artist ▪ Level Designer
- Visual Effects Designer

CURRICULUM PROGRESSION

- **ERASMUS+ (application)** funded professional internship grant

SUPPORT FOR TRAINEES

- Personal Development support
- Professional Integration Support

REQUIREMENTS

- Completion of the 2-year Technical Course in Video Games at ETIC Algarve, or a 120-credit certificate for those who have completed the course and for whom credit equivalencies can be awarded.
- Portfolio in the specific area of the course
- Level of proficiency in English with the scores required in the application process.

Application Process

APPLICATION

- Schedule a personal interview
 - secretaria@eticalgarve.com
 - 289 823 359* / 960 309 550**
- Completion of application form (sent by e-mail after scheduling the interview).
- Attend the previously scheduled interview with the Academic Director, at which you must present your **Portfolio**, if you have one.
- Please wait for notification of the outcome of your application.

RESOURCES AND EQUIPMENT

- Room equipped with one computer per trainee, with Windows environment
- Huion Kamvas and Wacom drawing tablets;
- Meta Quest 2 Virtual Reality Headset;
- Software: Adobe Creative Cloud, Photoshop, Illustrator, Animate, Audition, After Effects, etc.; Spriter; Blender, Unity; Reaper; FM Mod, Unreal Engine, among others.

Another
perspective
on education.

ENROLMENT

Enrolment takes place between April and the start of classes in the second half of September, while places are still available on the courses.

Enrolment can be completed once the admission requirements have been verified and upon payment of the enrolment fee and presentation of:

- 1 passport-style photograph in digital format.
- Portfolio suitable for the specific area of the course.
- Certificate of Qualifications.
- Certificate of Completion of the 2-year course in Video Games/Completion of the 2-year course in Video Games at ETIC Algarve or a Certificate of 120 credits that the Candidate has completed. In both cases, the average shall be equal to or greater than 13 values.
- Applicant Documents (Identification Document + Taxpayer Card + Proof of Address: water, electricity, telephone bill or driving licence).
- Letter of Recommendation in English.
- English proficiency level with scores from one of the following tests is required: **DUOLINGO**, minimum 115 (95 in all components); **IELTS**, minimum 6.0 (5.5 in all components); **TOEFL IBT**, minimum 80 (20 in all components).
- Completion and signing of the registration form and the training contract.

*Call to a national landline | ** Call to a national mobile network

NATIONAL CERTIFICATION



Entidade Formadora
Certificada dgert

INTERNATIONAL CERTIFICATION



Course Program 2026-27

ADVANCED DEVELOPMENT TECHNIQUES

- This module is designed to expand students' knowledge of the modern development techniques and principles most commonly used in the video game industry.

It is aimed at students with some programming knowledge and offers them the opportunity to specialise in gameplay programming, tool creation, VFX and level design.

Trainees will conduct research on modern design principles and, based on this research, create a proof of concept to support their development work

BETA ARCADE

- This module is designed to provide you with work experience as a member of a Game Development team, closely reflecting industry practices. You will collaborate in teams to develop and present a game demo. Assessment will be done as a group, and each trainee will also be assessed by their peers based on their individual participation. As part of this process, you will be required to create a "Making of" Design/Art Book in electronic format. Assessment will be done as a group, and each trainee will also be assessed by their peers based on their individual participation. As part of this process, you will be required to create a "Making of" Design/Art Book in electronic format.

GAMES PROJECT

- This module functions as a kind of thesis, where you will carry out a large-scale study under supervision.

The project involves the creation of a significant artefact related to your course, culminating in a written report and a live version, which includes the presentation, demonstration and discussion of your work. You will receive guidance on developing appropriate work discipline, combined with a professional mindset. You will be expected to take responsibility for planning and executing an extensive project, taking into account legal, social, ethical and professional issues. This project allows you to explore in depth an area of interest of your choice, potentially one in which you wish to specialise. It will demonstrate your ability to analyse, synthesise and creatively apply the knowledge acquired throughout the programme, while highlighting your critical thinking and professional awareness. Trainees will be assessed individually through two components: a research report on the chosen design and a proof of concept based on their research. Assessment will be done as a group, and each trainee will also be assessed by their peers based on their individual participation. As part of this process, you will be required to create a "Making of" Design/Art Book in electronic format.

MASTERCLASSES

- Throughout the course Masterclasses are planned with international professionals who can bring added value to the trainees' projects.

NATIONAL CERTIFICATION

GIZ, WE CAN TRAIN YOU, the managing body of ETIC_Algarve is a training organisation certified by DGERT, Direção Geral do Emprego e das Relações de Trabalho. This certification guarantees that the necessary infrastructure and organisational structure are in place to support training activities.

INTERNATIONAL CERTIFICATION

Teesside University recognises the third year of study completed at ETIC_Algarve and grants an equivalence corresponding to the third year of the British higher education system (Level 6 – 120 CATS*).

The qualification awarded by ETIC_Algarve is part of the British education system. ETIC_Algarve is not a higher education institution.

CATS: Credit Accumulation and Transfer Scheme

PRICES AND PAYMENT OPTIONS

100€ APPLICATION FEE

(opening of the application process and scheduling of interview)

250€ REGISTRATION FEE + 4850,00€*

*PAYMENT CONDITIONS:

PAYMENT IN FULL 10% DISCOUNT ETIC COMMUNITY | 4365,00€**

PAYMENT IN FULL 5% DISCOUNT EXTERNAL STUDENTS | 4607,50€**

ETIC COMMUNITY INSTALMENTS| 5% DISCOUNT* |

[12x 383,95€] OR [16x 287,97€]

INSTALMENTS EXTERNAL STUDENTS

[12x 404,17€] OR [16x 303,13€]

**Upon the total course fee. Discounts cannot be combined

OTHER CONDITIONS

CITIZENS WITHOUT TAX RESIDENCE IN PORTUGAL:

250€ REGISTRATION FEE + 1ST INSTALMENT - 1455,00€ (30% OF THE COURSE FEE) PAYABLE UPON REGISTRATION + 11 MONTHLY INSTALMENTS 308,64€

TERMS AND CONTIDIONS

- The course programme may be amended provided there is a need for technical or pedagogical adjustments.
- In exceptional circumstances, classes may be scheduled outside of the class timetable in order to: facilitate more intensive practical training; make up for missed classes; or respond to any duly considered situation.
- The duration of each class may vary depending on whether it is theoretical or practical in nature.
- The course will consist of 2 to 3 classes per week, spread across Monday to Friday.

- In practical classes, the class may be divided into groups to make learning more effective, whilst always adhering to the course timetable.
- ETIC_Algarve may replace a trainer if it considers this necessary to meet the course objectives more effectively.
- Classes are delivered via blended learning and may be face-to-face or online, depending on the situation.
- The running of each course/class/timetable is subject to a minimum number of enrolments.
- Enrolment for the desired timetable is limited to the number of places available.