

MINISTRY OF SCIENCE AND HIGHER EDUCATION OF THE RUSSIAN FEDERATION

FSBEI HE "Kazan State Power Engineering University"

APPROVED

Plan approved by the Academic Council of KSPEU

CURRICULUM

First Vice-Rector, Vice-Rector
for Academic Affairs

_____ A.V. Leontiev
" 25 " March 20 26 y.

Protocol № 04 from 25.03.2026 y. □

Master's degree programme in Management (38.04.02)

Master's programme: Media project production and game design
Department: Philosophy and Media Communications
Institute: Digital Technologies and Economics

Qualification: Master's degree

Form of study: Full-time

Duration of study: 2 years

Educational Standard (FSES)

No. 952 dated 12 August 2020

Code	Areas of professional activity and/or spheres of professional activity. Professional standards
06	COMMUNICATIONS, INFORMATION AND COMMUNICATION TECHNOLOGIES
06.025	GRAPHIC USER INTERFACE DESIGN SPECIALIST

Types of professional tasks

Organisational and managerial

APPROVED

Director of Department of Education _____ / R.V. Akhmetova/

Director of Institute of Digital Technologies and
Economics _____ /R.R. Zainullin/

Head of Department of Philosophy and Media
Communications _____ / E.B. Minnullina/

Index	Name	Forms of assessment					Credit	Total academ Total	Course 1		Course 2	
		Exam	Credit	Credit with grade	Course project	Course paper			Semester 1	Semester 2	Semester 3	Semester 4
									Credit	Credit	Credit	Credit
Block 1. Disciplines (modules)							69					
Compulsory part							18					
B1.O.01	Philosophy of science and technology /Философия науки и техники	1					3	108	3			
B1.O.02	Theory and practice of leadership /Теория и практика лидерства	1					3	108	3			
B1.O.03	Theory and practice of self-development /Теория и практика саморазвития		1				3	108	3			
B1.O.04	Communication management /Коммуникационный менеджмент	1					3	108	3			
B1.O.05	Theory and practice of scientific research in production /Теория и практика научных исследований в организации производства	1					3	108	3			
B1.O.06	Languages of communication and business correspondence /Языки коммуникации и деловая переписка		1				3	108	3			
Part formed by participants in educational relations							51					
B1.V.01	Strategic marketing /Стратегический маркетинг		2				3	108		3		
B1.V.02	Business models for gaming projects /Бизнес-модели игровых проектов		2				3	108		3		
B1.V.03	Media project production /Продюсирование медиапроектов	2	1		2		6	216	2	4		
B1.V.04	Designing media and gaming worlds /Проектирование медиа- и игровых миров	2					6	216		6		
B1.V.05	Creative team management /Управление креативными командами	2					3	108		3		
B1.V.06	History and culture of video games /История и культура видеоигр		3				3	108			3	
B1.V.07	Narrative strategies and storytelling /Нарративные стратегии и сторителлинг	3					3	108			3	
B1.V.08	Game system development /Разработка игровой системы	3				3	6	216			6	
B1.V.09	Psychology of media communications /Психология медиакоммуникаций		4				3	108			3	
B1.V.ED.01	Elective disciplines (modules)						15					
B1.V.ED.01.01	Module 1	334					15					
B1.V.ED.01.01.01	UX/UI EDesign of gaming interfaces /UX/UI-дизайн игровых интерфейсов	3					6	216			6	
B1.V.ED.01.01.02	Motion EDesign and animation /Мotion-дизайн и анимация	3					6	216			6	
B1.V.ED.01.01.03	Game graphics and concept art /Игровая графика и концепт-арт	4					3	108			3	
B1.V.ED.01.02	Module 2	334					15					
B1.V.ED.01.02.01	Product management in the gaming industry /Продукт-менеджмент в игровой индустрии	3					6	216			6	
B1.V.ED.01.02.02	ViEDo production /Продюсирование видеоматериалов	3					6	216			6	
B1.V.ED.01.02.03	Level design /Левел-дизайн	4					3	108			3	
Block 2. Practice							45					
Compulsory part							21					
B2.O.01(U)	Training practice (introductory) /Учебная практика (ознакомительная)			12			12	432	4	8		
B2.O.02(P)	Production practice (practice in acquiring basic professional skills and experience of professional activity) /Производственная практика (практика по получению первичных профессиональных умений и опыта профессиональной деятельности)			34			9	324			6 3	
Part formed by participants in educational relations							24					
B2.V.01(P)	Production practice (practice in the field of professional activity) /Производственная практика (практика по профилю профессиональной деятельности)			2			6	216		6		
B2.V.02(P)	Production practice (information and analysis) /Производственная практика (информационно-аналитическая)			4			12	432			12	
B2.V.03(P)	Production practice (pre-graduation) /Производственная практика (преддипломная)			4			6	216			6	
Block 3. State final assessment							6					
B3.01	Preparation and defence of the final qualification work /Подготовка к процедуре защиты и защита выпускной квалификационной работы						6	216			6	
FTD. Elective subjects							6					
FTD.01	Foreign language in the professional sphere (advanced level) /Иностранный язык в профессиональной сфере (продвинутый уровень)		12				4	144	2	2		
FTD.02	Higher education pedagogics /Педагогика высшей школы		3				2	72			2	