# Máster Universitario en Diseño y Desarrollo de Videojuegos - Septiembre 2022 (PER 5740)

## CUATRIMESTRE 1

**SEPTIEMBRE 2022**

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**OCTUBRE 2022**

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**NOVIEMBRE 2022**

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**SEPTIEMBRE 2023**

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**Asig 1**: Diseño de Juegos 6  
**Asig 2**: Narrativa y Experiencia de Usuario 6  
**Asig 3**: Arte en el Diseño y Desarrollo de Videojuegos 6  
**Asig 4**: Introducción a la Programación y Desarrollo de Videojuegos 6  
**Asig 5**: Desarrollo de Videojuegos I 6  
**Asig 6**: Diseño Avanzado de Sistemas y Niveles 6  
**Asig 7**: Desarrollo de Videojuegos II 6  
**Asig 8**: Producción y Gestión 3  
**Asig 9**: Free to Play (F2P) 3  
**TFM**: Trabajo Fin de Máster 12

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### NOTA 1: Las fechas de este calendario están sujetas a posibles modificaciones.

### NOTA 2: Los tribunales de defensa del TFM se llevarán a cabo entre 30 y 90 días a partir de la fecha de entrega.
<table>
<thead>
<tr>
<th>Curso de Introducción al Campus Virtual</th>
<th>Inicio de asignatura</th>
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| NOTA: Las fechas de este calendario están sujetas a posibles modificaciones.

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- M: 3, 7, 10, 14, 17, 21, 24, 28
- X: 5, 9, 13, 16, 20, 23
- J: 6, 12, 19
- V: 10, 25
- S: 17
- D: 22

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- L: 1, 2, 3, 7, 9, 11, 12, 13
- M: 5, 6, 8, 9, 10, 11
- X: 14, 15, 17, 18, 19
- J: 20, 21
- V: 22, 23
- S: 24, 26, 27
- D: 29, 30

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- L: 1, 2, 3, 4, 6, 8, 9, 10, 11, 13, 15
- M: 12, 13, 14, 16, 17, 18
- X: 20, 21, 22, 23, 24, 25
- J: 26, 27, 28
- V: 29
- S: 30

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- L: 2, 3, 4, 5, 6, 7
- M: 9, 10, 11, 12, 13, 14
- X: 16, 17, 18, 19, 20, 21
- J: 23, 24, 25, 26, 27, 28
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- X: 13, 14, 15, 16, 17
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### CUATRIMESTRE 2

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- J: 13, 14, 15, 16
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- L: 3, 4, 5, 6
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- V: 16, 17
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- L: 1, 2, 3, 4, 5
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- D: 17, 18

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- S: 8
- D: 9

#### JULIO 2023
- L: 1
- M: 2
- X: 3, 4
- J: 5
- V: 6
- S: 7
- D: 8, 9

### ECTS

| Asig 1 | Diseño Centrado en el Usuario | 6 |
| Asig 2 | Diseño de Interacción Singular, Responsive y Multiplataforma | 6 |