

NABA

NUOVA ACCADEMIA
DI BELLE ARTI

SUMMMER COURSES

A.Y. 2024-25
SYLLABUS

Game development

2nd session: July 15th – July 25th 2025

www.naba.it



Game development

School: Nuova Accademia di Belle Arti Milano (NABA)

Address: Via Darwin 20, 20143 Milan, Italy

Phone: + 39.02.973.192 *E-mail:* summer@naba.it

Course Structure: 45 hours – 9 lesson days

ECTS: 3 ECTS credits*

Introductory level

*ECTS credits only awarded to university students or participants who are completing or have completed a university or academic study path

COURSE DESCRIPTION

This course focuses on how to create video games using Unreal Engine, a free-to-use game development engine. Students will have the opportunity to develop 3D gaming experiences with sophisticated storylines, interactions, aesthetics, and technical aspects.

Moreover, they will discover the features of the software while designing the very first game - starting from learning the steps of a project and manage the game assets.

Students will practice the elements of building a fully playable prototype in Unreal Engine: installation and setup, pathfinding, lighting and light mapping, artificial intelligence basics, camera animations, character animations, scripting using blueprints, materials, skyboxes, sound effects and music.

COURSE OBJECTIVES

The course has been designed to provide international students the necessary skills in game development in order to make a game prototype.

ADMISSION REQUIREMENTS

This course is intended for students who have no background in game development and who are attending or will attend their first year of university studies in art and design.

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OUTPUT

Students will learn the steps needed to design and create a fully playable environment - concept and design, lightning & lightmapping, camera control, materials, character movement.

LIST OF MATERIALS AND TOOLS

- USB key 32GB

ATTENDANCE POLICY

Class attendance is required for successful completion of the course. Attendance will be taken every class period. On the last day of classes, instructors will issue a Certificate of successful attendance only to all students who completed at least 80% of the course.

COURSE POLICY

The Faculty of NABA takes Academic integrity seriously. Instances of academic dishonesty such as plagiarism won't be tolerated. Mobile phones will be kept switched off all the time during class. Use of laptop during classes for personal purposes is forbidden.

TEACHING METHODS

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

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Grading

Total number of ECTS assigned for the successful completion of the course: 3 ECTS

GRADING SYSTEM

GRADING WEIGHTS		GRADING SCALE			
1. Attendance	30%	Excellent = 90-100			
2. Participation and creative process	40%	Good = 80-89			
3. Final work / final presentation	30%	Average = 70-79			
TOTAL	100%	Below Average = 60-69			
		Poor = 59 or below			
	EXCELLENT 90 -100%	GOOD 80 – 89%	AVERAGE 70 – 79%	BELOW AVERAGE 60 – 69%	POOR BELOW 60%
Attendance (30%)	On time, perfect attendance	Seldom late: attended between 95% and 90 % of the course	Occasionally late: attended between 90 % and 85 % of the course	Occasionally late: attended between 85% and 80% of the course	Frequently late, attended less than 80% of the course: FAILED
Participation and Creative Process (40 %)	Demonstrates strong understanding of the topic & thorough, creative research	Shows good grasp of the topic & good research	Exhibits average comprehension of the topic & average research	Shows some awareness of the topic & below average awareness of research	Has shallow insight into the topic & poor grasp of research
Original Project (Final work/ Final presentation) (30%)	Exhibits exceptional analysis of concepts & production of original proposal	Exhibits exceptional analysis of concepts & production of original proposal	Exhibits average analysis of concepts & production of original proposal	Exhibits below average analysis of concepts & production of original proposal	Exhibits poor analysis of concepts & production of original proposal

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1st week

COURSE SCHEDULE*

DAY		LESSON-SUBJECT
Day 1 - Tuesday	NABA Staff	<p>Welcome and Registration</p> <p>The basic principles of creating a game. Game industry and related professional figures. Unreal Engine: what is an IDE and a game engine, the basics of the interface. Getting started with an example level, character controls and collisions.</p>
Day 2 - Wednesday		<p>Animation and Sequencer: how Unreal Engine handles animations, how to create your own animations right inside Unreal Engine and how the Sequencer system works. Camera control and how to use animations to create a camera sequence.</p>
Day 3 - Thursday		<p>The basic principles of Visual Scripting using Blueprints. Usage of variables to store data. Usage of conditions to implement some game logic. Attach some logic to the main game events and to collision events to implement gameplay.</p>
Day 4 - Friday		<p>Give feedback to the player using UI and HUD. Build the first standalone executable of the game, ready to be released. Customize your level: AI agents and path-finding, lighting, materials, rendering pipelines and post-processing.</p>

*The Academy reserves the right to:

- amend or cancel courses, change course location or substitute course leaders, professors, guests, visits location;
- make any changes that in our absolute discretion we consider necessary or appropriate for reasons of operational efficiency or due to any other circumstances that are beyond our control.

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2st week

COURSE SCHEDULE*

DAY	LESSON-SUBJECT
Day 5 - Monday	• Project development
Day 6 - Tuesday	• Project development
Day 7 - Wednesday	• Project development
Day 8 - Thursday	• Presentation prep.
Day 9 - Friday	• Final presentation.

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