NABA

NUOVA ACCADEMIA DI BELLE ARTI

SUMMMER COURSES

A.Y. 2025-26
SYLLABUS

Game development

2nd session: July 14th – July 24th 2026

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 participants with the necessary skills in game development in order to create a game prototype. Specifically, participants will:

- Acquire the fundamentals of video game development.
- Gain an introduction to the basics of 3D design and modeling.
- Learn the use and implementation of animation in game environments.
- Develop a video game level applying core game design principles.

Game development

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.

OUTPUT

Participants will learn the steps needed to design and create a fully playable game environment, including: concept and design development, lighting and lightmapping, camera control, materials management, and character movement mechanics. As a final project, participants will construct a complete video game level demonstrating their acquired technical and creative skills.

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.

This course will be held in the Academy's computer laboratory, where students will have access to the software *Unreal Engine* and programs necessary to effectively engage with the course topics.

Game development

Grading

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

GRADING SYSTEM

GRADING WEIGHTS	GRADING SCALE
1. Attendance 30% 2. Participation and creative process 40% 3. Final work / final presentation 30% TOTAL 100%	Excellent = 90-100 Good = 80-89 Average = 70-79 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

Contacts

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Game development

1st week

COURSE SCHEDULE*		
DAY		LESSON-SUBJECT
Day 1 - Tuesday	NABA Staff	Welcome and Registration
		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.
Day 2 - Wednesday		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.
Day 3 - Thursday		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.
Day 4 - Friday		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.

*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.

Contacts

Game development

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.

Contacts