

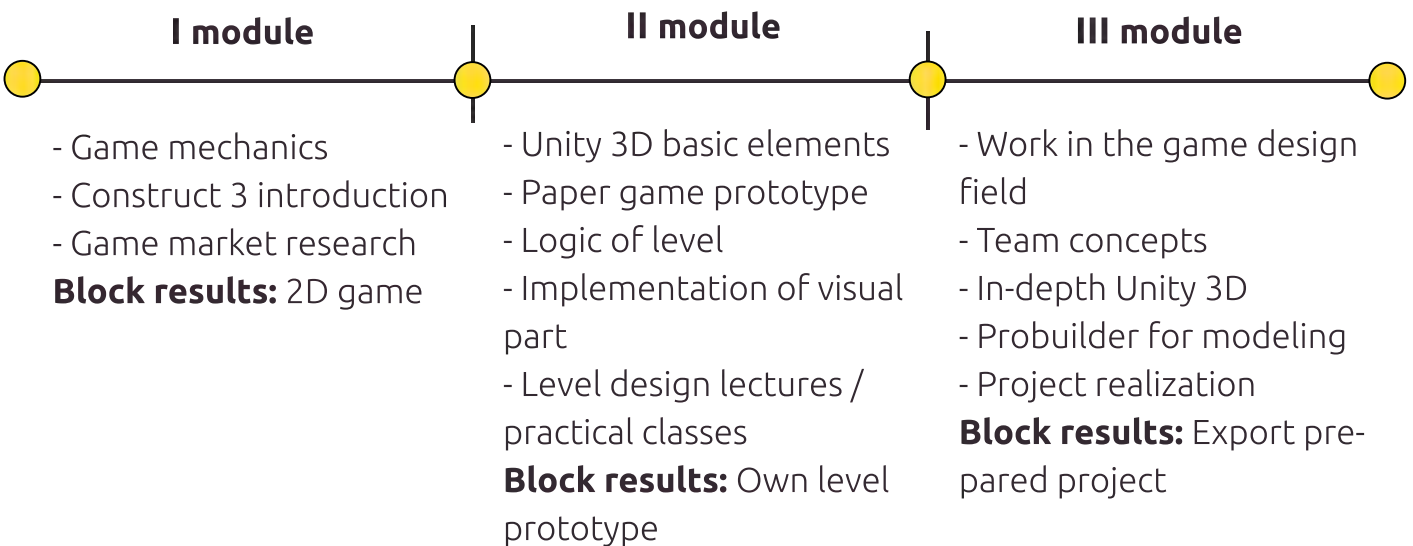
Faculty: **GameDev**

Course: **Level design**

Age: **14-16 years**

Term of education: **14 months (2 academic years)**

FIRST YEAR (7 months):



SECOND YEAR (7 months):

