1. Title of the certificate (HR) and programme number (1)
Tehničar za razvoj videoigara
(041724)
(1) In the original language.

2. Translated title of the certificate (EN) (2)
Video game development technician
(2) This translation has no legal status.

3. Profile of skills and competences

A) GENERAL EDUCATION COMPETENCES
- Use actively mother tongue and foreign languages by applying language activities and basic communication knowledge and skills in different situations
- Apply basic mathematical knowledge, skills and processes and solve mathematical problems
- Comprehend and apply physical laws
- Apply actively art procedures and aesthetic principals, critically review and aesthetically assess musical works
- Use modern information and communication technology safely and critically
- Understand economic systems, acquire and apply entrepreneurial competences
- Apply consistently the principles of professional ethics and civic education
- Foster physical and health culture by exercising regularly in order to maintain and preserve health in accordance with professional demands

B) VOCATIONAL COMPETENCES
- Use the basic rules, methods and techniques of creating a video game in the selected programming environment
- Design graphic elements in video games, create simple 2D user interface elements and 2D visual effects, and design the basics of character graphic design
- Implement simple visual effects, design physics systems for solids and fluids
- Create 3D terrain and environment, apply simple animation system through key points
- Create a simple musical background and integrate audio and video content into the project
- Create a simple plan and overview of progress through video game levels, implement and optimise a simple video game system for two players on one computer
- Write the concept of a simple video game scenario while applying the basic syntactic rules of the selected programming language for creating simple programmes
- Use the technique of working with scenes in the selected software development environment and implement advanced elements of the user interface in video games
- Apply software tools for team collaboration, effective communication, presentation, market research and collection of user requests
- Create video game project documentation and promotional video for the video game
- Identify the concept and specifics of e-business in marketing and relations with video game customers and analyse the comparative market advantage of different types of video games

4. Range of occupations accessible to the holder of the certificate

A video game development technician can work in the rapidly growing video game industry as a game developer, programmer of 2D and 3D computer games and designer of 2D and 3D computer games.

5. Official basis of the certificate	
Name and status of the body awarding the certificate The certificate is issued by the secondary education institution (vocational education and training school).	**Name and status of the national authority providing accreditation/recognition of the certificate** Ministry of Science, Education and Youth Donje Svetice 38 10000 Zagreb www.mzom.hr
Legal basis Primary and Secondary School Education Act (Official Gazette No. 87/2008, 86/2009, 92/2010, 105/2010-corr., 90/2011, 16/2012, 86/2012, 94/2013, 152/2014, 7/2017, 68/2018, 98/2019, 64/2020, 151/2022 and 156/2023) Vocational Education Act (Official Gazette No. 30/2009, 24/2010, 22/2013, 25/2018 and 69/2022) Croatian Qualifications Framework Act (Official Gazette No. 22/2013, 41/2016, 64/2018, 47/2020 and 20/2021)	**National grading system / Pass requirements** Excellent 5 (10) A Very good 4 (9) B Good 3 (8) B Sufficient 2 (6-7) C Insufficient 1 (0-5) F In order to pass the exam, it is necessary to get the grade 2 (sufficient).
Level of qualifications Level 4.2. in the Croatian Qualifications Framework	**Access to next level of education/training** Access to higher level of qualification in accordance with the Croatian Qualifications Framework.

6. General data of acquiring the certificate		
	Percentage of total programme (%)	**Total number of hours**
General education part	45,2	1982
Vocational part – theoretical	26,0	1140
Vocational part – practice/exercises	28,8	1262
Duration of education		4 years

Entry requirements: The completion of primary education

More information available at:
Ministry of Science, Education and Youth (www.mzom.hr)
Education and Teacher Training Agency (www.azoo.hr)
Agency for Vocational Education and Adult Education (www.asoo.hr)

National Europass Centre in Croatia (www.europass.hr) at the Agency
for Mobility and EU Programmes (www.ampeu.hr).

(*) Explanatory note

This document provides additional information about the school certificate and does not have any legal status in itself. Its format is based on the Decision (EU) 2018/646 of the European Parliament and of the Council of 18 April 2018 on a common framework for the provision of better services for skills and qualifications (Europass) and repealing Decision No 2241/2004/EC.
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