BACHELOR OF SCIENCE IN GAME DESIGN AND PRODUCTION (FOUR YEARS PROGRAM)

The B.S. Game Design and Production degree program has been designed to develop students’ professional skills and awareness through the creation of game concepts and assets, game prototyping, production and leadership, and the wider cultural and critical contexts of games. Students will be encouraged to work creatively and professionally as a game designer communicating concepts through prototypes, game assets, documentation and presentations.

The course further encourages professional communication and management skills through multidisciplinary projects and master classes from visiting professionals.

You can specialise in one of the four disciplines.

- GAME DESIGNER
- GAME ARTIST
- GAME PRODUCER
- GAME PROGRAMMER
2016-2020 GLOBAL GAMES MARKET
FORECAST PER SEGMENT TOWARD 2020
TOTAL MARKET +6.2%
CAGR 2016-2020

2018 2017 2018 2019 2020
$101.1 BN $108.9 BN $115.8 BN $122.7 BN $128.5 BN

MARQUEE / PC
SOCIAL
CONSOLE
MOBILE
WHAT WOULD MY CAREER PATH BE AS AN ARTIST?

Art students prepare for careers creating all visual elements found throughout the diverse media and genre of video games we enjoy today.

The various areas of game art development continue to grow.

Being exposed to the branching career choices available helps our students find what fuels their passion for games.

A few career options include:

- Character artist
- Hard surface artist
- 2D artist
- Environment artist
COURSES AVAILABLE

- Character modelling
- Virtual sculpting
- Anatomy
- Rigging and weighting
- Animation
- Environmental modelling
- Modularity
- Game engine pipelines
- Lighting and post-processing
- Concept art
- Complex textures and materials
- Technical art support
- User interfaces
- Mobile game art
- Virtual and augmented reality
- Team game creation
WHAT WOULD MY CAREER PATH BE AS A DESIGNER?

The classic designer captures the game design in an immersive player experience. More artistic types build the worlds and make them aesthetically pleasing, while more technical types focus on scripting gameplay elements.

Those with a gift for systems design or narrative may even pursue opportunities in more specialized realms. Common career options include:

- Level designer
- World builder
- Gameplay scripter
- Game designer
COURSES AVAILABLE

Game Creation
Programming/scripting
2D & 3D art
Player psychology
Player immersion
Level layout & player flow
Multi-player & single-player design
Game aesthetics & architecture
Encounter & puzzle design
Storytelling & character development
Interface design and systems design
WHAT WOULD MY CAREER PATH BE AS A PRODUCER?

Production students prepare for careers in which they will surround themselves with the people and tools that create compelling content.

Simulating the studio environment and experience allows them to seamlessly transition into the industry as a game producer.

The skills you learn here are also sought after in many other fields.

- Game Producer
- Animated Film Producer
- Production Manager
- Project Manager
- Creative Director
COURSES AVAILABLE

- Game development planning
- Pitching game concepts
- Presenting project development status
- Digital game publishing and marketing
- Executive leadership
- Economics of the digital gaming industry
- User research
- Organizational behavior
- Product lifecycles
- Project management
- Business communication
WHAT WOULD MY CAREER PATH BE AS A GAME PROGRAMMER?

Programming students prepare for careers as professional game developers at large companies, small studios, and as independent developers.

Guildhall programming graduates have skillsets deep enough to be immediately useful in a variety of capacities on existing teams, and broad enough to fit into any number of roles — or all of them! Career options include:

- Gameplay programmer
- Engine systems programmer
- AI programmer
- Graphics programmer
- Physics programmer
- Tools programmer
- Audio programmer
- Lead programmer
- Technical designer
COURSES AVAILABLE

- Game engine design & architecture
- Data-driven gameplay systems
- Artificial Intelligence
- Networked multiplayer systems
- User input, controls & user interfaces
- Procedural content generation techniques
- Advanced high-performance 2D & 3D graphics and shaders
- Design and development of tools & content pipelines
- Game physics techniques
- Audio techniques
- Memory management
- Real-time application performance analysis & optimization
- Strong 2D & 3D math skills used in game programming
- Parallel processing in games

You will be working in teams with other programmers as well as artists, designers, & producers