

DIGITAL DESIGN - GAME DESIGN PROGRAM (POSTGRADUATE) (G405)

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| PROGRAM NAME | Digital Design – Game Design | TUITION | \$15,963.00* |
| COURSE CODE | G405 | ADDITIONAL COST | |
| SCHOOL | School of Design | | |
| CENTRE | Arts, Design and Information Technology | | * Amounts listed are the total of tuition, materials (non-refundable), student service and ancillary fees for the three semesters of programs starting in fall 2017 . Fees are subject to change for programs starting in fall 2018 and at later dates. |
| LOCATION | St. James Campus | | |
| DURATION | 1 year (3 semesters) | | |
| EXPERIENTIAL LEARNING | Field Placement available with portfolio approval | International students: | Visit the International Fees and Related Costs ² page for more information. |
| STARTING MONTH | September | | |
| CREDENTIAL | Ontario College Graduate Certificate | | |
| YEAR OF STUDY | 2018-2019 | | |
| METHOD OF STUDY | FT | | |
| APPLY TO | Ontario Colleges ¹ | | |

The **Digital Design – Game Design** program develops the production and design abilities of students in management scenarios through courses in design documentation, milestone and pipeline scheduling, game design theory and psychology. Taught by faculty with industry experience and mentored by local game industry leaders, students will learn how to design and develop games, not only for the entertainment market but also for serious gaming applications in health, education, construction, marketing and other sectors.

Students will have the unique opportunity to develop commercial quality games in a simulated video game studio environment, at times working with industry partners, game artists and programmers.

It is anticipated that graduates of this program will find employment in the game industry. Prior to graduation, each student will have assembled a portfolio/demo of their creative work demonstrating their ability in game design and highlighting their chosen area of specialization.

EXPERIENTIAL LEARNING

Field Placement available with portfolio approval

YOUR FIELD STUDY OPTIONS

Students with approved portfolios are eligible for non-mandatory external field placements in Semester 3.

PROGRAM STANDARDS AND LEARNING OUTCOMES

The graduate has reliably demonstrated the ability to:

1. Design, develop, and present a working game design document for a marketable game or game component.
2. Create prototype games and game fragments through the development and use of various software components, along with the use and integration of existing commercial tools and components.

3. Evaluate different types of games and game platforms and select the appropriate ones for a particular game strategy.
4. Using innovative techniques – including digital, verbal and written – present the game design documentation and prototype(s).
5. Manage the design, production, deployment, and maintenance of game prototypes, fragments, and components.
6. Use applicable programming and mathematical skills to appropriately and correctly implement the various mathematical, simulation, artificial intelligence, graphics, sound, and other aspects of a game or game component.
7. Identify, choose, and implement appropriate design and programmatic techniques (algorithmic, threading models, rendering, etc.).

REQUIRED COURSES

SEMESTER 1

| Code | Course Name |
|----------|--------------------------|
| DESN1101 | Game Design Theory I |
| DESN1140 | Game Storytelling |
| DESN1141 | Game Psychology I |
| DESN1143 | Advanced Level Design I |
| DESN1145 | Game Management I |
| DESN1147 | Design Documentation |
| DESN1122 | Game Production Thesis I |

SEMESTER 2

| Code | Course Name |
|----------|---------------------------|
| DESN1111 | Game Design Theory II |
| DESN1149 | Character Development |
| DESN1142 | Game Psychology II |
| DESN1144 | Advanced Level Design II |
| DESN1146 | Game Management II |
| DESN1148 | Game Business |
| DESN1123 | Game Production Thesis II |

SEMESTER 3

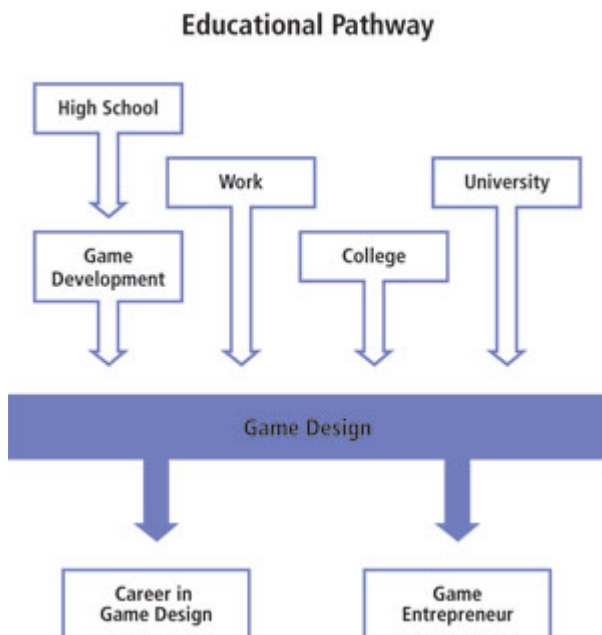
| Code | Course Name |
|----------|---------------------------|
| DESN1072 | Game Experiential Project |
| DESN1088 | Studio Entrepreneurship |

YOUR CAREER

Graduates may go on to careers designing and managing design in the game and digital media sector or in their own business. Graduates of this program will have acquired the necessary skills to be employed as:

- Game Designers
- Creative Directors
- Level Designers
- Producers
- Project Managers

EDUCATIONAL/DEGREE PATHWAY



ADMISSION REQUIREMENTS

- College Diploma or Bachelor's Degree, or demonstrated competence through related work experience (resume required)
- Interview*
- Application Questionnaire*³
- Portfolio* (digital portfolio accepted)⁴
- Resume*⁵

* Qualified applicants will be invited to complete the application questionnaire and submit a portfolio and resume electronically. Details on these supplementary requirements will be communicated at a later date to qualified applicants, as part of the review process. Qualified applicants may also be invited for an interview.

ENGLISH LANGUAGE PROFICIENCY

Applicants with international transcripts who do not provide English proficiency test results must test at the College level in the George Brown College English assessment to be considered for admission. In addition, applicants who are considered for admission to the program based solely on their work experience will be required to provide proof of English proficiency at the college level, and may be required to write the George Brown College English admission assessment.

Please visit georgebrown.ca/englishproficiency for more details

COURSE EXEMPTIONS

College or university credits may qualify you for course exemptions. Please visit georgebrown.ca/transferguide for more information.

INTERNATIONAL (VISA) STUDENTS

Visit the International Admissions⁶ page for more information.

CONTACT US

School of Design⁷

Phone: 416-415-5000, ext. 3129

Email: game@georgebrown.ca

Game Development Program Co-ordinator: Jean-Paul Amore, ext. 3427 or jamore@georgebrown.ca.

For more information about George Brown College, you may also call the Contact Centre at 416-415-2000 (TTY 1-877-515-5559) or long distance 1-800-265-2002.

VISIT OUR CAMPUS

This program is part of our School of Design⁸, located at our Waterfront Campus⁹ at 3 Lower Jarvis St.¹⁰ Book a campus tour¹¹ or explore our virtual tour.¹²

LINKS REFERENCE

- ¹<https://collegeapply.ontariocolleges.ca/?collegeCode=GBT&programCode=G405&lang=en>
- ²<http://www.georgebrown.ca/international/futurestudents/tuitionfees/>
- ³<http://www.georgebrown.ca/g405-supplementary-requirements/>
- ⁴<http://www.georgebrown.ca/g405-supplementary-requirements/>
- ⁵<http://www.georgebrown.ca/g405-supplementary-requirements/>
- ⁶<http://www.georgebrown.ca/international/futurestudents/applynow/>
- ⁷<http://www.georgebrown.ca/design/>
- ⁸<http://www.georgebrown.ca/design/>
- ⁹<http://www.georgebrown.ca/campuses/waterfront/>
- ¹⁰<https://www.google.com/maps/place/George+Brown+College+School+of+Design+at+Waterfront+Campus/@43.64441,-79.3711176,17z/data=!3m1!4b1!4m5!3m4!1s0x0:0x38de1dc84ef326dc!8m2!3d43.64441!4d-79.3689289>
- ¹¹<http://www.georgebrown.ca/tours/>
- ¹²<http://vt.georgebrown.ca/>

George Brown College is continually striving to improve its programs and their delivery. The information contained in this calendar is subject to change without notice. It should not be viewed as a representation, offer or warranty. Students are responsible for verifying George Brown College admission, graduation, and fee requirements as well as any requirements of outside institutions, industry associations, or other bodies that may award additional designations concurrently with, or after completion of, a George Brown College program.