

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

PROGRAM NAME	Digital Design – Game Design	TUITION	\$16,280.00*
COURSE CODE	G405	ADDITIONAL COST	
SCHOOL	School of Design	* Amounts listed are the total of tuition, materials (non-refundable), student service and ancillary fees for the three semesters of programs starting in Fall 2018 . Fees are subject to change for programs starting in Fall 2019 and at later dates.	
CENTRE	Arts, Design and Information Technology	International students: Visit the International Fees and Related Costs ² page for more information.	
LOCATION	Waterfront Campus		
DURATION	1 year (3 semesters)		
EXPERIENTIAL LEARNING	Field placement available with portfolio approval		
STARTING MONTH	September		
CREDENTIAL	Ontario College Graduate Certificate		
YEAR OF STUDY	2019-2020		
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 environment and characters using the principles of game design.
2. Read, analyze and create game design documents for effective game creation and management.
3. Create environments, objects and characters for integration within a video game.

4. Import game assets and levels into game engines appropriate high-end 3D game applications or engines.
5. Produce a 3D game using appropriate tools and game management techniques.
6. Create and produce digital components, games and documentation using a variety of computer platforms.
7. Prepare a variety of industry standard documents and prototypes in a skilled manner and demonstrate professional presentation and organizational skills.
8. Develop and present a working game design document for a marketable game.
9. Use an existing game engine to create a prototype game.
10. Evaluate different types of games and platforms and select the appropriate ones for a particular game strategy.
11. Present the game design prototype and document using innovative techniques as well as digital, verbal and written skills.
12. Manage the design and production process of a game prototype.

REQUIRED COURSES

SEMESTER 1

Code	Course Name
DESN1101	Game Design Theory I
DESN1140	Narrative Design I
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	Narrative Design II
DESN1142	Game Psychology II
DESN1144	Advanced Level Design II
DESN1146	Game Management II
DESN1148	Game Business
DESN1123	Game Production Thesis II

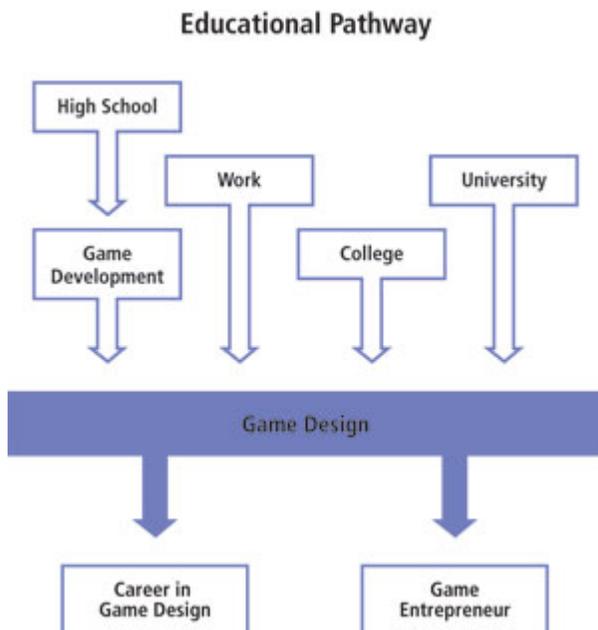
SEMESTER 3

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

Come and have your questions answered. Learn about the program content and career options, meet your friendly professors and staff and experience what it is like to be in a George Brown College classroom at one of our information sessions¹¹. You can also book a tour¹² of the campus or explore our virtual tour¹³.

The new home of the School of Design¹⁴

In 2019 the School of Design moved to the Daniels Waterfront—City of the Arts complex at our Waterfront Campus. This 103,000-square-foot facility houses our design programs and serves as a research hub. It also includes the following features:

- Virtual and augmented reality lab
- Usability and testing lab
- Future Ways of Living lab
- Peer Tutor lab
- Digital Sandbox
- Incubators
- Prototyping and workshop spaces

LINKS REFERENCE

¹[https://collegeapply.ontariocolleges.ca/?](https://collegeapply.ontariocolleges.ca/?collegeCode=GBTC&programCode=G405&lang=en)

[collegeCode=GBTC&programCode=G405&lang=en](https://collegeapply.ontariocolleges.ca/?collegeCode=GBTC&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/howtoapply/>

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/infosessions/arts-design-information-technology/>

¹²<http://www.georgebrown.ca/tours/>

¹³<http://vt.georgebrown.ca/>

¹⁴<http://www.georgebrown.ca/design/city-of-the-arts/>

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.