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**

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<thead>
<tr>
<th>SEMESTER 1</th>
<th>Code</th>
<th>Course Name</th>
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<tbody>
<tr>
<td></td>
<td>DESN1101</td>
<td>Game Design Theory I</td>
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<td>DESN1140</td>
<td>Narrative Design I</td>
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<td></td>
<td>DESN1141</td>
<td>Game Psychology I</td>
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<td></td>
<td>DESN1143</td>
<td>Advanced Level Design I</td>
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<td></td>
<td>DESN1145</td>
<td>Game Management I</td>
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<td>DESN1147</td>
<td>Design Documentation</td>
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<td>DESN1122</td>
<td>Game Production Thesis I</td>
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SENDER SEMESTER 2

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<tr>
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<td>Game Design Theory II</td>
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<td>DESN1149</td>
<td>Narrative Design II</td>
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<tr>
<td>DESN1142</td>
<td>Game Psychology II</td>
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<td>DESN1144</td>
<td>Advanced Level Design II</td>
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<tr>
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<td>Game Management II</td>
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<tr>
<td>DESN1148</td>
<td>Game Business</td>
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<tr>
<td>DESN1123</td>
<td>Game Production Thesis II</td>
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SENDER SEMESTER 3

<table>
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<tr>
<td>DESN1072</td>
<td>Game Experiential Project</td>
</tr>
<tr>
<td>DESN1088</td>
<td>Studio Entrepreneurship</td>
</tr>
</tbody>
</table>

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

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 Admissions page for more information.

APPLY TO

Domestic students should apply through Ontario Colleges.

CONTACT US

School of Design
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 Design\(^9\), located at our Waterfront Campus\(^{10}\), at 3 Lower Jarvis St.\(^{11}\), Toronto, Ontario, Canada.

School of Design Building\(^{12}\)
The School of Design resides in a new 103,000-square-foot facility in the Daniels Waterfront – City of the Arts development. This state-of-the-art building supports academic programs and industry projects with features such as:

- Virtual and augmented reality lab
- Usability and testing lab
- Future Ways of Living lab
- Peer tutor lab
- Digital Sandbox
- Incubators
- Prototyping and workshop spaces
- Design and innovation showcase spaces

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 sessions\(^{13}\). You can also book a campus tour\(^{14}\).

LINKS REFERENCE

2. https://www.georgebrown.ca/international/futurestudents/tuitionfees/
3. https://www.georgebrown.ca/g405-supplementary-requirements/
4. https://www.georgebrown.ca/g405-supplementary-requirements/
5. https://www.georgebrown.ca/g405-supplementary-requirements/
6. https://www.georgebrown.ca/international/futurestudents/howtoapply/
8. https://www.georgebrown.ca/design/
9. https://www.georgebrown.ca/design/
10. https://www.georgebrown.ca/campuses/waterfront/
11. https://www.google.ca/maps/place/3+Lower+Jarvis+St,+Toronto,+ON+M5A+3Y5/data=!4m2!3m1!1s0x89d4cb2fdc80ec73:0xc55d642d8b03b6d4?sa=X&ved=2ahUKEwiyoysWUwt_iAhXwhOAKHTfzsD2MQ8gEwAHoECAoQAQ
12. https://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.