Game Development by: Romi Fauzi

LaSalle College

Canadian education

LCI EDUCATION NETWORK MEMBER

MAKE IT HAPPEN!

GAME ART AND DESIGN

INTERNATIONAL DIPLOMA

Design by Rubina Oolby

1%

3%

GAME ART AND DESIGN

The Game Art & Design diploma program is designed to prepare graduates for careers as game designers and level designers in the video game industry. This goal is achieved by building foundational skill sets in game design, level design, game scripting, written communication, as well as 2D and 3D art.

Students will have the opportunity to learn to write professional design documentation, design games, game systems, game mechanics and level environments, as well as apply knowledge to create their own interactive experiences.

Students will also have the opportunity to create professional quality production work to showcase in a capstone portfolio project.
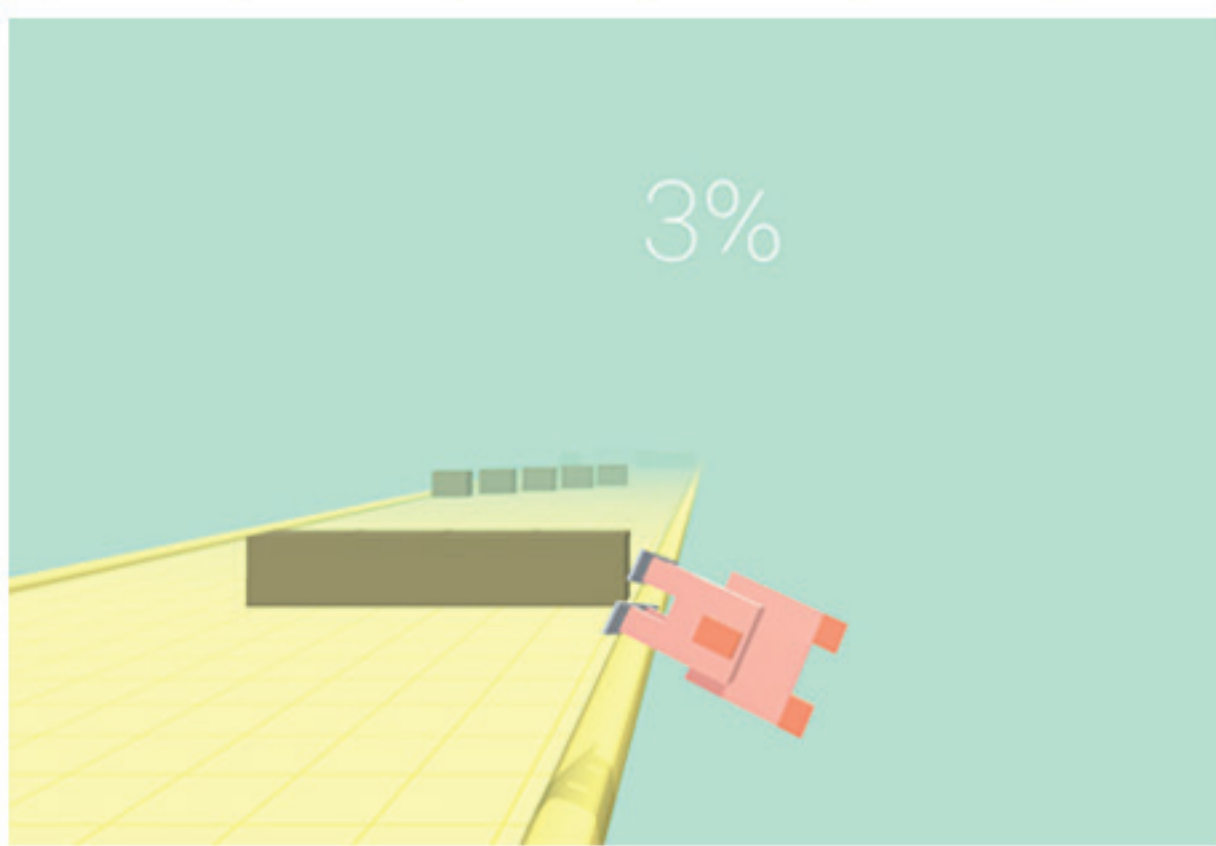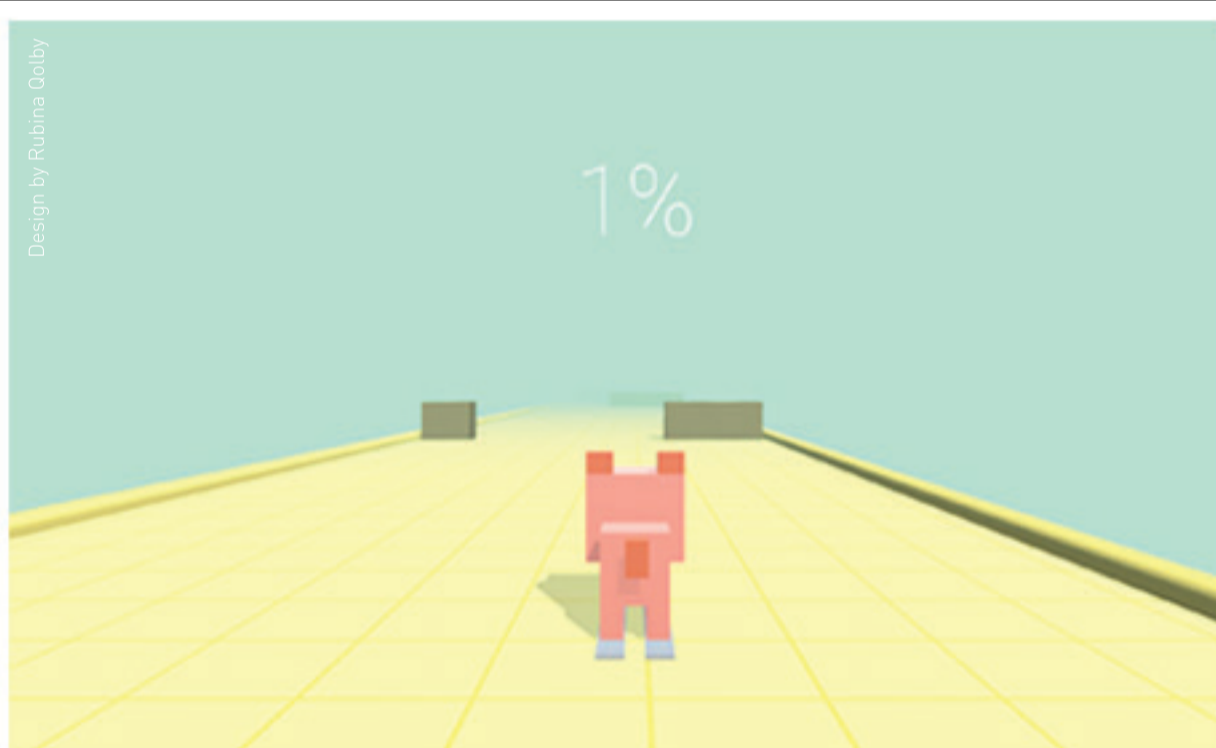
PROGRAM OBJECTIVES

- To master the application of Game design principles and terminology.
- To master the technical knowledge of scripting, design tools and software.
- To master the ability to work on team-based game development projects.
- To master the research, critical analysis, prototyping, gaming systems design, level design, user-interface design.
- To achieve the level to create design for business requirements, as well as scripting and art.
- To master the understanding and application of the principles of game design, systems design, level design, user interface design, user experience design, platform-specific design, and free-to-play game design.
- To achieve professionalism through the process of conceptualizing, planning, executing, and delivering quality game design projects in accordance with current industry standards.
- To master the knowledge of the managerial and developmental aspects of the game production pipeline and demonstrate knowledge of planning, budgeting, specifications, constraints, scope, teamwork, problem solving, and deadlines that go into making a market ready game.

FACILITIES AND EQUIPMENTS

- Industry standard PC, Mac and 3D computer graphic laboratories
- Digital video & animation studio
- Creative design and production workshops
- Spacious drawing and illustration rooms
- Fully equipped photography studio
- Study library with extensive collection of design books and periodicals

CAREER OPPORTUNITIES

- Game Designer
- Gameplay Designer
- Systems Designer
- Level Designer
- Mission Scripter
- Free-to-play Prototype Designer
- Free-to-play Production designer
- Free-to-play Live-Ops Designer
- Assistant Producer
- Game Tester

Game Development by: Vania Ryanto

"VIDEO GAMES ARE BAD FOR YOU? THAT'S WHAT THEY SAID ABOUT ROCK-N-ROLL."

-Shigeru Miyamoto (Creator of Super Mario Bros)-

GAME ART AND DESIGN | 2 YEARS

INTERNATIONAL DIPLOMA

- Digital Imaging
- History of Games
- Basic 3D Concepts
- Introduction to Scripting
- Introduction to Game Animation
- Introduction to Level Design
- Mini Games and Prototyping
- Color in Games
- Scripting
- Game Design
- Digital Illustration
- Level Design
- UI / UX Design

- Pre-Production and Project Management
- Production Team
- Game Design for Platforms
- 3D Graphics
- Game Research and Critical Analysis
- Critical Game Design
- Game Design for Business
- Post Production
- Advanced Game Design
- Advanced Scripting
- Senior Project
- Final Capstone Project
- Portfolio