Game Design Program

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why
Game Design
Program ?

Engaging in a **Game Design Program** offers a unique opportunity to become proficient in both photography and videography, providing a versatile skill set that caters to the demands of modern multimedia creation.

Here are some compelling reasons to embark on this educational journey

Comprehensive Skill Development:
The program offers a comprehensive curriculum covering fundamental and advanced game design concepts, providing a well-rounded skill set necessary for a successful career in the game development industry.

Hands-On Learning with Industry Tools:
Participants will gain practical experience using industry-standard game development tools, such as Unity or Unreal Engine, enhancing their proficiency in creating and designing games.

Expert-Led Instruction:
Learn from experienced instructors who bring industry expertise and insights, providing valuable knowledge and guidance throughout the program.

Real-World Project Experience:
Engage in hands-on, project-based learning, including the development of a complete game. This practical experience prepares participants for real-world challenges and projects in the game design industry.

Customizable Specialization Tracks:
Choose a specialization track based on individual interests, such as Game Art, Game Programming, or Game Writing, allowing participants to focus on their preferred area of expertise.

Networking Opportunities:
Connect with industry professionals through guest lectures, workshops, and networking events. Establishing connections with experts and peers can open doors to future collaborations and career opportunities.

Portfolio Development:
Develop a robust game design portfolio showcasing completed projects and demonstrating proficiency in various aspects of game design. A strong portfolio is a valuable asset when seeking employment in the industry.

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LEARN THE PRESENT

ADAPTABILITY ACROSS PLATFORMS

Gain the skills to design games for diverse platforms, including PC, consoles, mobile devices, and virtual reality. This adaptability is essential in an industry that constantly evolves with emerging technologies.

UNDERSTANDING PLAYER EXPERIENCE

Learn the art of creating engaging and immersive player experiences. Understand player psychology, user interface design, and gameplay mechanics to craft games that captivate audiences.

INDUSTRY INSIGHTS AND TRENDS

Stay informed about the latest trends, technologies, and insights within the game design industry. The program provides exposure to current industry practices, ensuring participants are well-prepared for the ever-evolving landscape of game development.

REAL-WORLD PROJECT EXPERIENCE

Learn from experienced instructors who bring industry expertise and insights, providing valuable knowledge and guidance throughout the program.
Engage in hands-on, project-based learning, including the development of a complete game. This practical experience prepares participants for real-world challenges and projects in the game design industry.

Month 1

Foundations of Fashion Design

INTRODUCTION TO GAME DESIGN
WEEK 1–2: UNDERSTANDING GAME DESIGN FUNDAMENTALS
- INTRODUCTION TO GAME DESIGN PRINCIPLES
- OVERVIEW OF DIFFERENT GAME GENRES
- ANALYZING SUCCESSFUL GAME DESIGNS

BASICS OF GAME DEVELOPMENT
- INTRODUCTION TO GAME DEVELOPMENT TOOLS (UNITY, UNREAL ENGINE, ETC.)
- OVERVIEW OF GAME DEVELOPMENT PROCESS
- CREATING SIMPLE 2D GAME PROTOTYPES

NARRATIVE DESIGN AND STORYTELLING IN GAMES
- IMPORTANCE OF NARRATIVE IN GAMES
- CONSTRUCTING ENGAGING STORYLINES
- INTEGRATING STORY WITH GAMEPLAY MECHANICS

WEEK 3–4:

GAME ART AND AESTHETICS
- BASICS OF GAME ART AND AESTHETICS
- INTRODUCTION TO 2D AND 3D ART TOOLS
- CREATING BASIC GAME ASSETS

USER EXPERIENCE (UX) IN GAME DESIGN
- UNDERSTANDING USER INTERFACE (UI) DESIGN
- PLAYER-CENTRIC DESIGN PRINCIPLES
- CONDUCTING PLAYTESTING FOR USER FEEDBACK

Month 2

Advanced Game Design Concepts

WEEK 1–2: GAME MECHANICS AND LEVEL DESIGN
- EXPLORING GAME MECHANICS
- LEVEL DESIGN PRINCIPLES AND PRACTICES
- CREATING INTERACTIVE AND ENGAGING GAME LEVELS

GAME PROTOTYPING AND ITERATION
- RAPID PROTOTYPING TECHNIQUES
- ITERATIVE DESIGN PROCESS
- PLAYTESTING AND REFINING GAME PROTOTYPES

MULTIPLAYER AND ONLINE GAME DESIGN
- INTRODUCTION TO MULTIPLAYER GAME CONCEPTS
- NETWORKING BASICS FOR ONLINE GAMES
- DESIGNING ENGAGING MULTIPLAYER EXPERIENCES

WEEK 3–4

SERIOUS GAMES AND GAMIFICATION
- UNDERSTANDING SERIOUS GAMES FOR EDUCATION AND TRAINING
- APPLYING GAMIFICATION PRINCIPLES
- DESIGNING GAMES WITH A PURPOSE

GAME DESIGN DOCUMENTATION AND PITCHING
- CREATING DESIGN DOCUMENTATION
- PITCHING GAME IDEAS
- BUILDING A COMPELLING GAME DESIGN PORTFOLIO

Month 3

Real-world Projects and Specialization

WEEK 1–2: TEAM–BASED GAME DEVELOPMENT PROJECT
- FORMING PROJECT TEAMS
- COLLABORATIVE GAME DEVELOPMENT PROJECT
- PROJECT MANAGEMENT AND COORDINATION

SPECIALIZATION TRACKS
- PARTICIPANTS CHOOSE A SPECIALIZATION TRACK (E.G., GAME ART, GAME PROGRAMMING, GAME WRITING)
- IN–DEPTH LEARNING AND PRACTICAL PROJECTS WITHIN THE CHOSEN TRACK

GUEST LECTURES AND INDUSTRY INSIGHTS
- INVITING INDUSTRY PROFESSIONALS FOR GUEST LECTURES
- INDUSTRY INSIGHTS AND TRENDS
- NETWORKING OPPORTUNITIES

WEEK 3–4:

FINAL PROJECT DEVELOPMENT
- FINALIZING AND DEVELOPING THE MAJOR INDIVIDUAL OR GROUP PROJECT
- IMPLEMENTING FEEDBACK FROM MENTORS AND PEERS

PROJECT SHOWCASE AND GRADUATION
- PRESENTATION OF FINAL PROJECTS
- GRADUATION CEREMONY AND CERTIFICATES
- GUIDANCE ON NEXT STEPS AND INDUSTRY OPPORTUNITIES