Game Design | Art & Animation for Games | Game Programming | Music & Sound Design for Games

2022 ONLINE
**PRE-COLLEGE
PROGRAMS**

About DigiPen Institute of Technology

DigiPen is now in its 30th year. As the first college in the world to offer a bachelor's degree in video game technology and development, DigiPen is an educational pioneer. Today, we offer a wide range of technology-focused programs, all with an eye toward the career opportunities of tomorrow. Through a combination of academic rigor and interdisciplinary team-based projects, our educational model empowers students to be active learners, bold problem-solvers, and creators.

Our programs are designed to reflect the standards and practices of the professional industries: Small teams with different backgrounds and skills collaborate to apply their knowledge, overcome challenges, and build amazing things together. These teams form the core of our tight-knit student and alumni community.

Over the past three decades, DigiPen's students have continued to garner awards and recognition at international competitions and festivals for their outstanding student work. As graduates, they go on to rewarding careers at some of the world's leading tech companies, game studios, and startups.

If you play video games, you've probably played at least one of the more than 1,600 commercial titles developed by a DigiPen graduate.

- ▶ Ranked in the top 5 of The Princeton Review's Top Game Design Schools for the last 12 years
- ▶ Ranked in the Top 50 Best Computer Science and Engineering schools by Business Insider
- ▶ DigiPen student games have won 57 Independent Games Festival awards (more than any other school)

Learn more at: **digipen.edu**

ENTERING GRADES 11–12+

ONLINE PRE-COLLEGE PROGRAMS

About:
Students in the Pre-College Program will get a feel for what it's like to take college courses at DigiPen while also learning what it takes to succeed in the game industry. There are four tracks that a student can choose to take:

▶ **Game Design**
▶ **Art & Animation for Games**
▶ **Game Programming**
▶ **Music & Sound Design for Games**

During this four-week online program, mornings are dedicated to learning core concepts from our faculty-level instructors, and afternoons are spent in the project lab, where students get to immerse themselves in the roles of programmers, game designers, artists, music, and sound designers.

Faculty:
Our Pre-College instructors are outstanding, highly trained and passionate about their respective fields. Our instructors impart their years of knowledge and experience to teach and inspire the next generation of innovators.

Schedule:
July 5 – July 29, 2022
9:30 a.m. - 4:30 p.m. (PT)
Monday through Friday

Credits:
Students receive grades for their Pre-College classes, plus a final transcript that can be included in their application to DigiPen. Any student who successfully completes the Pre-College Program and matriculates to DigiPen Institute of Technology within three years will receive a credit equal to the Pre-College Program tuition to apply toward their first-semester tuition as a freshman.

How to Register:
For a complete list of requirements and to register online, please visit:
academy.digipen.edu/academic-programs/pre-college-program/

Game Design

To be a good game designer, you must understand the fundamental principles of game design, the computer science that goes into programming a video game, the art and animation production process, and the storytelling and character creation skills necessary to bring video games to life. Having strong knowledge of all technical and creative aspects of the game development process is important to create the engaging, interactive experiences today's players expect.

During this four-week program, you will experience what life is like for DigiPen college students who are working on completing their Bachelor of Arts in Game Design. The students in this track will take three core academic classes plus the game project lab that involves students from all of the Pre-College tracks working together to complete a game.

Schedule:
Each day, students will take three academic courses in the morning, plus the game project lab in the afternoons.

▸ **GD: Principles of Game Design**
▸ **CS: Applied Computer Science for Designers** (with Lab)
▸ **GAT: Interactive Narrative and Character Creation** (with Lab)
▸ **GAM: Game Project Lab**

Additional Technical Requirements:
Students will need to have "Tabletop Simulator," which can be purchased for $20 by going to the STEAM Store.

Additional Prerequisites:
No prior experience or knowledge is required.

Cost:
Early Bird: $2695.00 (expires Feb 01/22)
Regular: $2895.00

Art & Animation for Games

Even with all the amazing advancements in digital art tools, the key to success for production artists is still a strong visual development process and the foundational art skills to execute that process. This track prepares students for the rich and rewarding experience of being a production artist for video games, animation, and more. Within your project lab, students in the art track serve as the game team's resident artist, developing characters, backgrounds, and other essential components for their game.

During this four-week-long program, you will experience what life is like for DigiPen college students who are working on completing their Bachelor of Fine Arts in Digital Art and Animation to become game artists. The students in this track take three core academic classes plus the game project lab that involves all of the students from all of the Pre-College tracks to work together to complete a game.

Schedule:
Each day, students will take three academic courses in the morning, plus the game project lab in the afternoons.

▶ **ART: Art Foundations**
▶ **ANI: Animation Techniques** (with Lab)
▶ **CG: Computer Graphics Tools** (with Lab)
▶ **GAM: Game Project Lab**

Additional Technical Requirements:
Wacom Tablet OR iPad with Procreate for use when digital painting.

Additional Prerequisite:
No prior experience or knowledge is required.

Cost:
Early Bird: $2795.00 (expires Feb 01/22)
Regular: $2995.00

Game Programming

Programming software for today's gamers requires a deep understanding of computer science, advanced mathematics, and physics. During this four-week program, you will experience what life is like for DigiPen college students who are working on completing their Bachelor of Science in Computer Science.

The Pre-College students in this track will take three core academic classes plus the game project lab that involves all of the students from all of the Pre-College tracks to work together to complete a game.

Schedule:
Each day, students will take three academic courses, plus the game project lab in the afternoons.

▸ **CS: Applied Computer Science for Games**
▸ **MAT: Applied Math for Games** (with Lab)
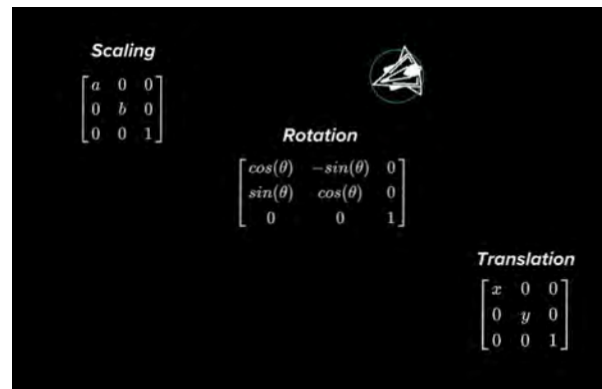▸ **PHY: Applied Physics for Games** (with Lab)
▸ **GAM: Game Project Lab**

Additional Prerequisite:
There is no requirement for you to have any prior computer science knowledge, but applicants are expected to have successfully completed Algebra 2.

Cost:
Early Bird: $2695.00 (expires Feb 01/22)
Regular: $2895.00

Music & Sound Design for Games

Audio professionals play an important role on any game production team. Whether composing the musical score that sets a game's mood or recording the sound effects that give players moment-to-moment gameplay feedback, it's a job that requires both musical knowledge and technical expertise.

During this four-week program, you will experience what student life is like for DigiPen college students studying to become audio professionals through DigiPen's Bachelor of Music and Sound Design. By focusing on the theory, history, and techniques of music and sound design, students in this program gain an understanding of what elements make a video game's soundtrack and sound effects a compelling experience.

The students in this track take three core academic classes plus the game project lab that involves all of the students from all of the Pre-College tracks to work together to complete a game.

Schedule:
Each day, students will take three academic courses, plus the game project lab in the afternoons.

▶ **MTM: Music Theory and Musicianship**
▶ **MHL: Music History and Literature** (with Lab)
▶ **FMSD: Fundamentals of Music and Sound Design** (with Lab)
▶ **GAM: Game Project Lab**

Additional Technical Requirements:
Student needs to have MIDI keyboard controller

Additional Prerequisite:
While there is not an absolute requirement for you to have any prior musical training or experience, to get the most benefit from this program, it is recommended that you have some experience with playing a musical instrument.

Cost:
Early Bird: $2695.00 (expires Feb 01/22)
Regular: $2895.00

Prerequisites & Technical Requirements

General Technical Requirements:
Please note that not all programs are Mac compatible.

- ▶ Windows PC or Mac computer
- ▶ Display with a minimum resolution of 1024 x 768
- ▶ While it is not mandatory, it is recommended to have a second monitor connected to the computer to extend the desktop. This allows the student to more easily follow what the instructor is demonstrating while concurrently seeing the software environment that the student is working within.
- ▶ Headset with microphone
- ▶ Three-button mouse
- ▶ Broadband internet connection
- ▶ Current, major internet browser (Chrome, Firefox)
- ▶ Latest version of Adobe Reader
- ▶ Printer

Additional Technical Requirements:
Game Design:
Students will need to have "Tabletop Simulator," which can be purchased for $20 by going to the STEAM Store.

Music & Sound Design for Games:
Student needs to have MIDI keyboard controller

Art & Animation for Games:
Wacom Tablet OR iPad with Procreate for use for digital painting.

Prerequisites:
Participants must be at least 16, entering their Junior or Senior year of high school, or have graduated high school within the last 18 months. In addition, Computer Science students are addition, Computer Science students are expected to have successfully completed Algebra 2, and it is recommended music students have some experience playing an instrument.
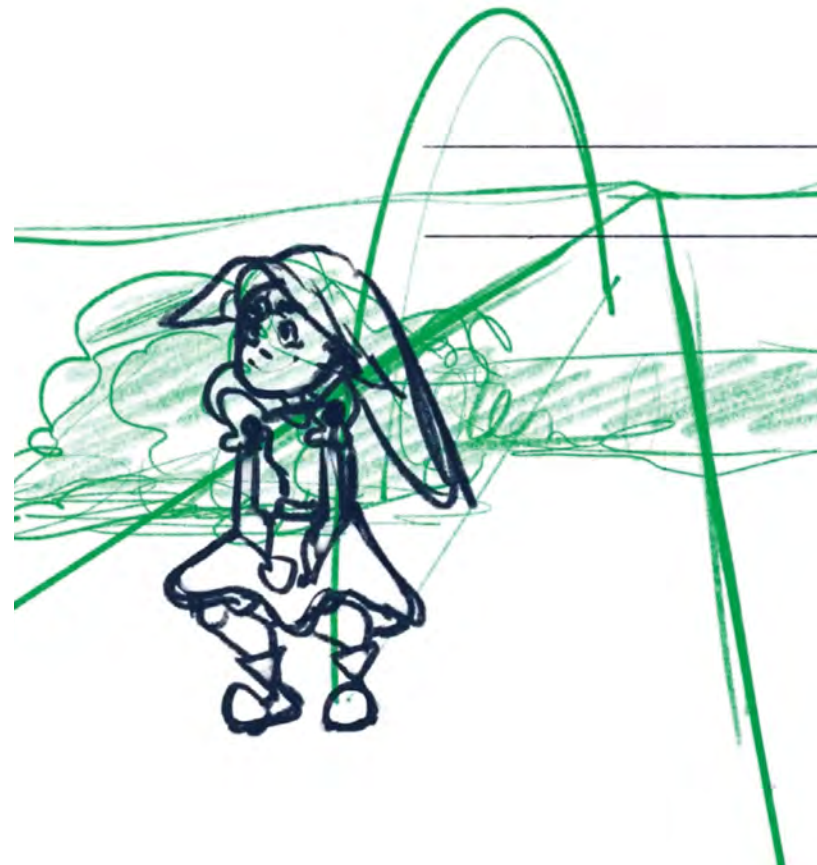
Questions?
Contact us at:

Phone:
425-629-5007

Email:
academy@digipen.edu

academy.digipen.edu