

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



SUMMER PRE-COLLEGE PROGRAMS

 **DigiPen**
ACADEMY





About DigiPen Institute of Technology

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 projects 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. Graduates, 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 2,000+ commercial titles developed by a DigiPen graduate.

As of 2022:

- ▶ Ranked in the top 5 of The Princeton Review's Top Game Design Schools for over 13 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 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 Pre-College tracks:

- ▶ **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 immerse themselves in the roles of programmers, game designers, artists, music composers, and sound designers.

Faculty:

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

Schedule:

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 to include in their college application.

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/](https://academy.digipen.edu/academic-programs/pre-college-program/)

Game Design

A good game designer must understand the fundamental principles of game design to bring video games to life, including the computer science that goes into programming a video game, the art and animation production process, and the storytelling and character creation skills. Strong knowledge of all technical and creative aspects of the game development process is essential in creating the engaging, interactive experiences today's players expect.

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

Classes:

- ▶ **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 a "Tabletop Simulator," which can be purchased at the STEAM Store.

Additional Prerequisites:

No prior experience required.



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, students experience what life is like for DigiPen college students working on completing their Fine Arts in Digital Art and Animation Degree to become game artists. Students in this track take three core academic classes plus the game project lab that involves students from all Pre-College tracks to work together to complete a game.

Classes:

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

Additional Technical Requirements:

Drawing Tablet OR iPad with Procreate for use when digital painting.

Additional Prerequisite:

No prior experience required.



Game Programming

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

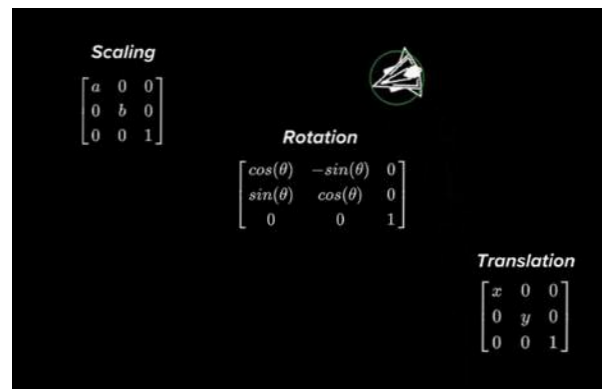
Pre-College students in this track take three core academic classes plus the game project lab that involves students from all Pre-College tracks to work together to complete a game.

Classes:

- ▶ 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:

Expected to have successfully completed Algebra 2.



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PLAY

SETTINGS

CREDITS

QUIT

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 game-play feedback, it's a job that requires both musical knowledge and technical expertise.

During this four-week program, experience what student life is like for DigiPen college students studying to become audio professionals through DigiPen's Bachelor Degree 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.

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

Classes:

- ▶ **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:

MIDI keyboard controller.

Additional Prerequisite:

Students should have some experience playing a musical instrument to gain maximum benefit from this program.



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 not mandatory, it is recommended to have a second monitor connected to the computer to extend the desktop. This allows students to easily follow what the instructor is demonstrating while concurrently seeing the software environment 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 a "Tabletop Simulator," which can be purchased at the STEAM Store.

Music & Sound Design for Games:

MIDI keyboard controller.

Art & Animation for Games:

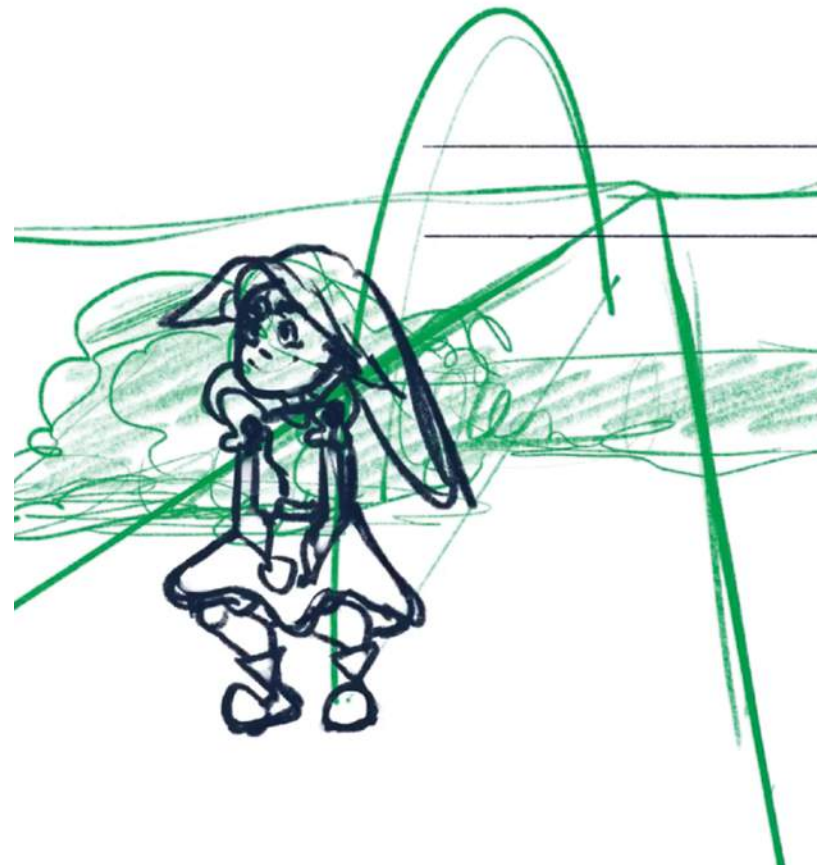
Drawing Tablet OR iPad with Procreate for use for digital painting.

Prerequisites:

Participants must be at least 16 years of age, entering their Junior or Senior year of high school, or have graduated high school within the last 18 months.

Game Programming students are expected to have successfully completed Algebra 2.

It is recommended music students have some experience playing an instrument.



**Questions?
Contact us at:**

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Email:
academy@digipen.edu

academy.digipen.edu

