AEA Gaming Studio

WHAT WE OFFER:

- In their first year, students learn to design 2D games through a chapter-based structure. Each chapter introduces a new core function, guiding students to build a game or simulation using that feature, from importing assets to basic scripting. Year two shifts to 3D design, adding depth with the Z-axis. By the third and fourth years, students independently or in small teams create fully functional 2D or 3D games or simulations.

WHY CHOOSE US?

- Our curriculum emphasizes scaffolded learning, progressing from fundamental concepts to advanced techniques, ensuring thorough understanding. We offer the chance for students to become industry certified before graduation, preparing them for higher education or direct entry into the workforce. Graduates leave with a professional portfolio that demonstrates their capabilities and readiness for industry opportunities.

OUR ADVANTAGES:

- Our department offers multiple specialized pathways, such as digital music and character design, allowing students to collaborate with peers from other courses. This fosters a sense of community and provides opportunities to leverage the unique expertise of fellow students, enhancing overall learning and project development.

Game Design Curriculum Flow

Year 1

Course Title: **Game & Simulation Foundations**

Course Number: **8208110**

Course Credit: **1**

Course Description:

This course is designed to provide an introduction to game and simulation concepts and careers, the impact game and simulation has on society and industry, and basic game/simulation design concepts such as rule design, play mechanics, and media integration. This course compares and contrasts games and simulations, key development methodologies and tools, careers, and industry-related information. This course also covers strategies, processes, and methods for conceptualizing a game or simulation application; storyboarding techniques; and development tools.

- *Hands-on activities using an entry-level game development tool should be integrated into the curriculum.*

Year 2

Course Title: **Game & Simulation Design**

Course Number: **8208120**

Course Credit: **1**

Course Description:

This course covers fundamental principles of designing a game or a simulation application, rules and strategies of play, conditional branching, design and development constraints, use of sound and animation, design tools, and implementation issues. The content includes market research, product design documentation, storyboarding, proposal development, and presentation of a project report. Emphasis is placed on the techniques needed to develop well-documented, structured game or simulation programs. Extensive use is made of evaluating and analyzing existing games or simulations.

- *Hands-on activities using an entry-level game development tool should be integrated into the curriculum.* ***Regardless of topic sequencing, the culminating activity is the creation and presentation of a playable game with design documentation.***

Game Design Curriculum Flow

Year 3

Course Title: **Game & Simulation Programming**

Course Number: **8208330**

Course Credit: **1**

Course Description:

- *This course is focused on students acquiring the appropriate programming skills for rendering a game or simulation product, including program control, conditional branching, memory management, score-keeping, timed event strategies and methodologies, and implementation issues.*

- *Hands-on activities using an entry-level game development tool should be integrated into the curriculum.* ***Regardless of topic sequencing, the culminating activity is the creation and presentation of a playable game with design documentation.***

Year 4

Course Title: **Multi-User Game & Simulation Programming**

Course Number: **8208340**

Course Credit: **1**

Course Description:

- *This course is focused on students acquiring the appropriate programming skills for rendering a game or simulation product, including program control, conditional branching, score-keeping, timed event strategies and methodologies, and implementation issues specific to multi-user game/simulation products.*

Hands-on activities using an entry-level game development tool should be integrated into the curriculum. ***Regardless of topic sequencing, the culminating activity is the creation and presentation of a playable game with design documentation.***