

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.