WILMINGTON
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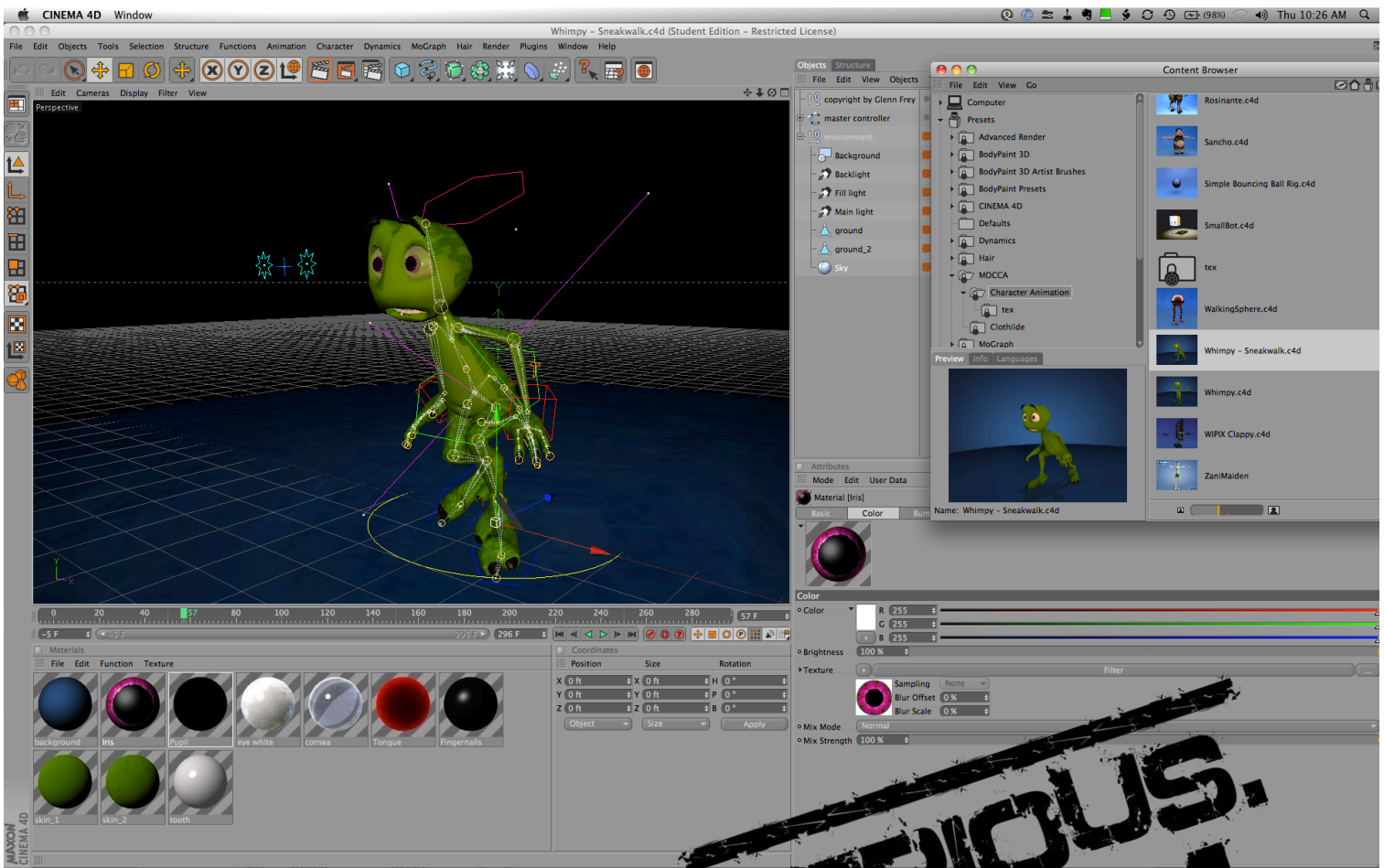
GAMEDESIGN AND
DEVELOPMENT

GAME DESIGN AND DEVELOPMENT
PROGRAM INFORMATION

SERIOUS.
FUN.

College of Technology
Bachelor of Science
Game Design and Development Program

120 Credits
4 year Degree

ADOBE CREATIVE SUITE
The ultimate toolkit for crafting precise page layouts, creating stunning images and graphics, developing
eye-catching web pages and rich interactive experiences, and producing them all with utmost fidelity. Realize the full promise of cross-media design and discover innovative ways to collaborate, all within a single unified creative environment.

CINEMA4D
The core application contains everything you need to create high-end 3D images and animations. For those artists whose work demands more than the basic application, MAXON provides numerous seamlessly-integrated modules.

UNITY 3D
Unity is a multiplatform game development tool, designed from the start to ease creation. A fully integrated professional application, Unity just happens to contain the most powerful engine this side of a million dollars.
In addition, Unity Technologies announced that it will expand its list of supported platforms to include Android, iPad and PlayStation 3. With Xbox® 360 support announced at Unite 2009, today's announcement expands upon Unity's "Author Once, Deploy Anywhere" vision to include all major consoles and the two fastest growing platforms in the mobile space.

CURRICULUM

General Education Requirements(39 Credits)
ART 210 Basic Design
BCS 210 Computer Science
COM 245 Writing for the Media
COM 300 Communication Theory
ECO 105 Fundamentals of Economics
ENG 101 English Composition I
HIS 230 History of Art and Design
HUM 360 Human World Views: 3500 BCE-1650AD
HUM 361 Human World Views: 1650AD-Present
LIT 313 Visual Approaches to Literature: The Graphic Novel
MAT 101 College Math I
PSY 101 Introduction to Psychology
SCI 110 Conceptual Physics

Media Design Requirements(21 Credits)
COM 422 Non-Linear Editing (Mac)
COM 487 Senior Project
DSN 105 Visual Communications
DSN 201 Fundamentals of Motion Graphics
DSN 210 Digital Image Manipulation
DSN 220 Concept Development
DSN 410 Advanced Digital Image Manipulation

Game Design and Development Program Core(60 Credits)
COM 306 Scriptwriting
DSN 301 Introduction to 3D
DSN 302 3D Modeling Techniques
DSN 303 3D Texture, Rendering and Lighting Techniques
DSN 304 Character Creation and Texturing
DSN 305 Character Rigging
DSN 310 Advanced Motion Graphics
GMD 100 Introduction to Game Engines
GMD 105 Video and Audio for Game Design
GMD 110 Introduction to JavaScript for Unity3D
GMD 210 Advanced JavaScript for Unity3D
GMD 202 Soundtracks for Film, Video and Games
GMD 203 Creating Sound Effects and Dialog for Film, Video and Games
GMD 300 Advanced Game Engines: Using Unity 3D
GMD 310 Environment Creation for Games
GMD 401 Game Development I
GMD 405 Game Development II
MAT 200 Pre-Calc(or MAT 320 Finite Math
Free Electives(6 Credits)

FREQUENTLY ASKED QUESTIONS

Whether you are a parent, returning student or a traditional student who is still in high school - these FAQ's might be what you are looking for!

1. What multimedia/gaming development software will be used?

The product and versions may change as industry changes occur. The College of Technology strives to maintain the best technology it can offer concurrent with the industry. The multimedia and gaming software listed below represents what is included in our College of Technology labs for use in developing games:

MULTIMEDIA
- Adobe Creative Suite Design & Web Products such as Flash, Photoshop, Dreamweaver
- Cinema 4D
- Final Cut Studio

GAMING
- JavaScript
- Unity Game Engine
- Power Game Factory

2. What pre-reqs skills do you need to come into the program?

No skills are required to enter to the program. It will help if you have some background in programming, graphic design, an interest in gaming and strong math skills.

3. Once I graduate, where will I go for employment?

The closest video game development companies are in Maryland and New York. However, not all students who graduate this program will go into gaming. Because this program is an interdisciplinary field, graduates will have a broad skill set and could also go into programming, website development, media design, video production or even marketing.

4. How do I know if this program is for me?

Wilmington University has excelled in finding new and contemporary ways to ensure their students' success. The Game Design and Development program will teach students how to take what they already have and turn it into the tools they need to succeed. Mod creators and hackers alike have the base in programming, fantasy and role playing gamers know their mythology, and sports games use math to correlate how to throw the football! If you have some of this, Wilmington University can give you the rest.

5. What affiliations does the college have with gaming firms?

- Kaos (A division of THQ) – (Kaos is the Maker of the popular game 'Frontlines: Fuel of War')
- Bully! Entertainment

6. Can you name examples of some of the careers I can go into with this degree?

A world of opportunity awaits. Just an example of some of the careers students could have upon completion of the Game Design and Development program are:

* Concept / Storyboard Artists
* Character Artists & Animators
* Level Designers
* Texture Artists
* Interface Designers
* Sound/Audio Engineers
* Professional Testers
* Corporate web designer
* Production studio designer
* Corporate communications manager
* Advertising manager
* Art/Creative director
* Project coordinator
* Producer or director

7. Is there a lot of programming?

Depends! The program is designed to give the students an understanding of what it takes to work in this industry, including object oriented programming, best practices, and understanding the differences between the languages being used. Our aim is to bring awareness about the programming aspects, not teach every language. Unity3D uses Javascript as its primary language - most independent shops popping up these days rely on javascript because they were once designers who turned into developers. Unity supports three scripting languages: JavaScript, C#, and a dialect of Python called Boo. All three are equally fast and interoperate. All three can use the underlying .NET libraries which support databases, regular expressions, XML, file access and networking.

8. Is it all Design work?

There is quite a bit of design work, everything has to be created that you want in front of the user. Don't worry though, we've wrapped in all the core classes to get you up to speed on the design end of things as well.

9. What kinds of things can we import into our creations?

Unity's Asset Pipeline is Unmatched.
All major tools and file formats are supported, any art application can be used with Unity.
All assets in a Unity Project are automatically and immediately imported upon save, whether they are 3D models, animations, textures, scripts, or sounds. Update your assets at any moment, even while playing your game inside the Editor.

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FOR SALE

Couch - slightly worn

Couch is in very good condition, only used in the middle where I use to play video games for 12 hours straight. I've since enrolled into Wilmington University's Game Design and Development Program and I am now making my own video games and have no use for the couch.

FOR MORE INFORMATION
WILMU.EDU/GAMEDESIGN

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WILMINGTON UNIVERSITY

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FOR SALE

Thumbs - slightly worn

Over 9,000 hours in game-time. Both thumbs in great shape. Right thumb slightly larger. Looking to trade in for more powerful Mouse clicking and keyboard shortcut fingers. Selling game system to fund my new career as game developer.

FOR MORE INFORMATION
WILMU.EDU/GAMEDESIGN

GAMEDESIGN AND DEVELOPMENT

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DEVELOPMENT

BACHELOR OF SCIENCE DEGREE PROGRAM

INFORMATION SESSION

Thursday, July 15 • 3-6PM

New Castle Campus (DAC Auditorium)

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LEARN MORE >>> ABOUT ADMISSIONS AND FINANCIAL AID

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www.delawaregamedesign.com

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GAMEDESIGN AND DEVELOPMENT

BACHELOR OF SCIENCE DEGREE PROGRAM

INFORMATION SESSION

Thursday, August 12 • 3-6PM

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Wilmington University
School Code: 007948

7 Steps to Completing your Financial Aid

Apply for a Pin Number at
(This will be your electronic signature)
www.pin.ed.gov

Complete the Free Application For Federal Student Aid at
(Required for Federal Grants, Loans, and Work-Study
- Wilmington University's School Code: 007948)
www.fafsa.ed.gov

Complete a Direct Loan MPN at
www.studentloans.gov
Subsidized / Unsubsidized - Federal Direct Loans available to any eligible undergraduate or graduate/professional student. Graduate/Professional student please **DO NOT** complete the Graduate PLUS MPN for your Subsidized / Unsubsidized - Federal Direct Loans

Complete an Entrance Counseling form at
www.studentloans.gov

Must Be Fully Accepted
(INTO A DEGREE SEEKING PROGRAM)
Submit all official transcripts to:
Office of Admissions
320 N. Dupont Highway
New Castle, DE 19720

Maintain Enrollment
In order for your financial aid to be applied to your account you must:
Enroll in 6 Credits per Semester as an undergraduate student and 5 Credits per Semester as a graduate student within your degree program

Activate your WilmU Refund Debit Card
http://wilmudebitcard.com

* Renewal of Award Process: Students must reapply for financial aid each academic year using the steps outlined previously.