GAME DESIGN

HIGH POINT UNIVERSITY
The Premier Life Skills University®

Curriculum

Core Courses:

GAM1000: Introduction to Game & Interactive Media Design

GAM1111: AAA Game Development Tools

GAM2252: Theory and Design of Games

GAM3342: Theory and Criticism of Games

GAM3352: Game Development

GAM4492: Collaborative Game Design and Development

Electives:

GAM1112: Indie Game Development Tools

GAM2222: Games and Society

GAM2272: Games Industries and Organizations

GAM2282: Players, Gamers, and Game Cultures

GAM3000: Game Workshop (1-2 credits)

GAM3302: Narrative and Interactive Fiction

GAM3312: Principles and Practices of Interactivity

GAM3432: Character Design

GAM3442: User-Interface Design

GAM3362: Puzzle, Obstacle, and Level Design

GAM3412: Games and Identity

GAM4412: Digital Game Prototyping

GAM4432: 3D Modeling for Video Games

GAM4444: Independent Study

GAM2881/3881/4881: Special Topics (1-4 credits)

GAM4811: Internship

What can I do with this major?

- Game design
- Game journalism
- Game production
- Game writing
- Level design
- Marketing
- Narrative design
- Prototyping and concept design
- Quality assurance
- User-interface and user-experience design
- Visual communication

Why choose **this major?**

Game Design (GAM) students create compelling interactive experiences. Our students are storytellers, critics, artists, advocates and entrepreneurs. Most students are technologically adept and artistically inclined, but above all else, they enjoy playing, making and modifying games.

The Game Design major prepares students to produce, analyze and critique meaningful and compelling games and interactive media based in a deep understanding of the cultural and historical impacts of games on ourselves and our society.

Experiential **Learning**

Academic Conferences & Publications

Our GAM students have presented at conferences focusing on game design, electronic media and communication and have presented on virtual reality, designing apps for animals, accessibility in games and much more.

- Accessibility in Media (York, U.K.): Implementing Audio Description (AD) for Game Design

- Broadcast Education Association (Las Vegas, Nev.): Oculus Rift/Virtual Reality; minority representation in video games

- East Coast Game Conference (ECGC) (Raleigh, N.C.): Accessibility in Game Design

- Popular Culture Association: level design in games such as Spyro the Dragon and Sonic the Hedgehog

Communication Fellows Program

GAM students may apply to become a Communication Fellow, which is a program designed to enrich, support and grow students in their media production and analysis. Past programs have traveled to LA to meet video game designers and tour game design studios.

Where do our **alumni work?**

- Epic Games | Raleigh, NC
- Naughty Dog | Santa Monica, CA
- Ubisoft | Morrisville, NC
- Adult Swim Games | Atlanta, GA
- Bethesda Softworks | Rockville, MD
- Vicarious Visions | Menands, NY
- Respawn Entertainment | Sherman Oaks, CA
- Riot Games | Los Angeles, CA

Where do our alumni attend **graduate school?**

- Savannah College of Art & Design
- Southern Methodist University
- Clemson University
- NC State University

Summer **Research**

Students can choose to stay through the summer to assist professors engaged in research. Previous research opportunities involved: developing mobile applications for animals, researching UI design and developing virtual reality simulations for the Criminal Justice department.

Clubs & Organizations

Game Development Club:
Students engage in learning and teaching technical skills, develop video games and hold game jams throughout the semester.
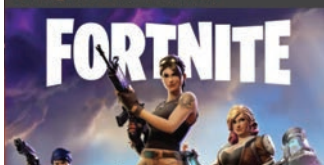
Video Game Club:
Students meet to play, discuss and interact with video games from a variety of genres, eras and platforms.

Alexandra Vaughn
HPU GAM '19
Graduate Studies
SMU Guildhall
Video Game Design

Jerod Oakes HPU GAM '16
Epic Games: Technical Artist
Epic Games: Prop Artist
Epic Games: Level Designer
Albion Associates: CGI Artist
Ryan Scott Displays: 3D Concept Artist
THS Creative: 3D Artist

Sam Schoenfeld
HPU GAM '16
Naughty Dog:
Multiplayer Tester / Dev Support
Zenimax (Bethesda): Project Coordinator
Zenimax (Bethesda): Quality Assurance

PREY

Chad Thomas
HPU GAM '19
Epic Games
Quality Assurance (Fortnite)

FORTNITE

Taylor Anderson-Barkley
HPU GAM '17
Adult Swim Games
Associate QA Analyst

Meet **Kira**

Hometown: Goodlettsville, Tenn.

Major: Double major in Computer Science and Communication with a Concentration in Game Design, and minors in Mathematics and Business Administration

Why I Chose HPU: "I could not have achieved as much as I have throughout my undergraduate career anywhere else but HPU. The opportunities this school has afforded me are endless and priceless. My professors and life-long friends have guided me and supported me have helped me study abroad, do Undergraduate Research and work with Steve Wozniak."

Career: In 2019, Kira finished her graduate degree in Digital Production Arts at Clemson and in January 2020 was hired by Epic Games to work in their Special Projects team, the same group that used Unreal Engine to provide digital assets for television show The Mandalorian on Disney+.