



Game Production

Be an engine of change.

Learn how you can design, develop, and implement games and game engines that change the world. The global games industry is expanding, and Alberta has a rich history in the sector. Join us! Learn by making games and living the life of a gaming professional in this one-week intensive course.

Game Production One-Week Intensive Course

Real World Experience

We make games. Working in the game sector is dynamic, fast-paced and highly integrated. When you work with us your classroom operates as a game studio so that you gain the experience of working in a game studio while learning the skills you need.

Expert Instructors

Your instructors have multiple years of experience training people for the video game, interactive and digital media sectors. With experience in game production, strategy and public policy and studio-based education, your instructors have the training, experience and networks to help you achieve your goals.



The University of Calgary's Game Production one-week intensive course consists of in-studio instructions and hands-on experiences for eight hours a day for five days. It is intended for current undergraduates, new graduates, game development hobbyists, as well as the general public with a desire to transfer their skills to the dynamic world of game production, *offering students a real sense of what it is like to work in the games industry.*

In this team-based studio class, you will develop and pitch a game product, identify your personal strengths in areas of specialization, and collaborate across disciplines in a production studio model. Examine and extend your previous knowledge in the context of four core areas: computer programming, story and design, media content and business practice. Experience what it's like to work at the forefront of the digital revolution, learn the language of the games studio, and find your fit.

Game production requires you to think in new ways about your work. In this course, you will learn to blend equal parts of arts, game programming, and business thinking as you journey through a week-long intensive course that will require you to collaborate, pitch, plan, implement, and demonstrate your work to professionals who can help you fine tune your work and portfolio for your next steps in your career path.

Be an engine of change and drive your career to the next level.



What do I need to apply?

- A strong interest in learning video game production
- A letter outlining your interest in the program, your area of focus, and what you hope to learn
- Relevant prior work such as game, media, art, or programming projects (if any)



What other details do I need to know?

- Format: One-week intensive, online (Zoom)
- Discount: Available to current University of Calgary students and recent graduates
- Students receive a Certificate of Completion issued by the University of Calgary



Who should I contact for more information?

- Please contact Richard Zhao, Assistant Professor, Computer Science for further information
- richard.zhao1@ucalgary.ca (Link: <mailto:richard.zhao1@ucalgary.ca>)

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Aside from the incredible support and encouragement from Owen and Richard, I really appreciated the variety and calibre of guest speakers. I was genuinely blown away by some of the work they shared with us, and I feel the range of subjects helped us widen our scopes of what possible careers we could pursue with our skills.

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Student from Spring 2021

We make games. We learn by doing. We get better.

Our one-week intensive course uses an integrated approach to the four key pillars of game production: computer programming, story and design, media content, and business practice. These four pillars operate in harmony to produce the quality players demand. Students in this program will work through two game-jam sessions; one at the start and one at the end of the course. The instructors will assess each participant and provide a skill development plan, including a model for personal portfolios required when applying for work in the industry.

The shortened timeframe for this intensive means participants are expected to enter the program with an area of focus in mind, and a desire to align their existing skills with the team-based approach of the profession. Growth in the profession often involves the expansion of skillsets, but careers are built by working from strength to strength and not from generalization.

Course Learning Outcomes

By completion of this course, and depending on pre-existing skills, successful students will be able to:

- Create a computer game as part of an interdisciplinary team
- Practice communication and collaboration across all four areas of game production
- Discover your personal strengths and what you have to offer the game production industry
- Chart a skills-based plan for a career in the game development industry;
- Refine your portfolio to support your career path

Topics of Instruction (areas may be combined depending on each team's experience)

- **Computer Programming:** game engine architecture; game logic and mechanics; troubleshooting; styles of programming for game engines, i.e. Unity engine's implementation of C# or Unreal Engine's Blueprints
- **Story and Design:** narrative forms (branched; lore-based), character and place; story flow for games; game design document; creating and maintaining player engagement through level design
- **Media Content:** 3D objects; mesh optimization; textures; shaders; 3D audio; particle systems; user interface design, environment design, e.g. assembling and modifying existing 3D models for all aspects of a game level
- **Business Practice:** Managing team communications; agile strategies for project management.