Bachelor Programme in Game Design and Graphics 2017/2018

The Bachelor Programme in Game Design and Graphics gives you the tools to work with the game medium on a professional level and equips you to develop new expressions within the field. The programme specialises in producing art for game development. Former graduates have started their own studios and work at some of the world’s best known game companies. The programme is given at Campus Gotland, an environment characterised by the close proximity between professors and students.

Numerous profiles from the game industry and other higher education institutions have given this Bachelor’s programme high praise:
“This game design programme is one of the best that I have seen, particularly the polymorphous approach to design. The code is only as good as the player experience, and this shows. Also, there is a political approach that inflects design that gives many of us hope for a mature and complex industry of the future.” – Prof. Derek A. Burrill, University of California

ABOUT THE PROGRAMME
The programme Game Design and Graphics provides skills in developing games for commercial production, as well as a deeper understanding of how games work and how they affect us.

The education mixes practical game development with theoretical courses within game design and graphics. In the programme, we explore theories and methods in game design, game development and game analysis. Game developers need good communicative skills both to communicate with their team and to shape the experience that the game will provide. To reflect this, the programme provides training in expression through text, imagery and games, as well as verbal communication.

As an artist, you learn to produce art assets for 2D and 3D games, combining theoretical and artistic knowledge with the technical skills inherent to the medium. The programme also trains practical production with other disciplines through several project courses.

The education has a good reputation internationally thanks to the high level of the students’ productions. Invited professionals and academics come to share their experience and knowledge during recurring events. This provides plenty of opportunities to build a contact network. The education’s students have a track record of winning prizes at the Swedish Game Awards, the largest Nordic competition for independent developers.
In 2014 Uppsala University’s Department of Game Design was entered into the Higher Education Video Game Alliance, a gathering of mainly North American higher game development educators where both education, research, and industry questions are on the agenda.

**Study Abroad**
The Department of Game Design today has cooperation agreements with four institutions in Tokyo and Erasmus-agreements with the university in Riga as well as Université d’Angers for the purpose of student exchange. A cooperation agreement with the university of Silesia, Poland, will soon be established. In addition to this, Uppsala University has a wealth of cooperation agreements providing many options for studying abroad.

**DEGREE**
The programme leads to a Bachelor of Arts with Game Design as the main field of study.

**INSTRUCTION**
The programme is offered at the island of Gotland. Instruction is in English.

The theoretical courses within game design are taught through lectures, workshops and smaller projects. The majority of the courses include group work. The graphic courses are lecture based with continuous practical training within the course related field.

Every year includes one or two project courses, in which you work with your specific role in groups to produce complete games, where the teaching is taking the shape of guidance and tutoring.
The programme comprises three years of full-time studies where the major subject Game Design is studied in parallel with the minor Game Graphics through both theoretical and practical project courses. Courses within Game Design, where all project based courses are housed, are taken together with the other Bachelor’s programmes in the area of Game Design at Campus Gotland.

Game Design makes up 105 credits, out of the total 180 credits, while the minor subject makes up 30 credits. The programme also has 30 credits where you can choose to broaden your field of study or deepen your knowledge in the major or minor.

The minor and major subjects are studied in parallel. Both subjects contain theoretical as well as practical courses. The project courses test and train both game design and programming skills as students from all Game Design programmes collaborate to produce games. In this way, the programme provides a continuous opportunity to test and utilise your ability in realistic scenarios, since the project courses effectively models the challenges that must be faced when working in a diverse team of creative, artistic, organisational and technical individuals.

The projects, like the theoretical courses, train academic writing and presenting in preparation for the degree project that ends the third year.

The graphic courses start from the basics and lead to a small game development project, after which the education and the projects increase in complexity and size. The graphic courses teach perspective drawing, character drawing, computer graphics, colour theory, composition, 3D modelling, animation, motion capture technology and real time graphics.

COURSES WITHIN THE PROGRAMME

Semester 1
Game Design 1 - Introduction 15 credits
Minor Subject 15 credits

Semester 2
Game Design 2 – Game Development, 7.5 credits
Game Production 1 – Arcade Game, 15 credits
Minor Subject, 7.5 credits

Semester 3
Game Design 3 – System Design, 15 credits
Minor Subject, 15 credits

Semester 4
Game Design 4 – Serious Games Design, 7.5 credits
Minor Subject or optional courses, 7.5 credits
Game Production 2 – Vertical Slice, 15 credits

Semester 5
Optional courses*, 30 credits
*within major, minor or other subject, alternatively studies abroad.

Semester 6
Game Design 5 – Theory and Method, 7.5 credits
Game Design 6 – Experimental Game Design, 7.5 credits
Degree Project, 15 credits
CAREER

The programme theoretically and practically prepares you for a professional career within business, organisations, authorities or as a business owner.

One of the programme’s strengths is its well-developed contact with the game industry. This is why the programme’s former students make up an especially useful network. Through yearly recurring events notable individuals from the international game industry, former students and academics are invited to judge student projects and share their experience. This provides an excellent opportunity for you to build your own contact network for the career ahead of you.

Former students have gone on to become both business owners running their own studios and employees at some of the most successful game studios in the world. Notable examples of companies where former students have found work include Blizzard Entertainment, Massive Entertainment, Starbreeze Studios, Crytek, Fatshark, Frictional Games, Ubisoft, Avalanche, Lionhead, CCP, DICE and Might and Delight. A number of graduates also work within the Swedish higher education sector, teaching and running game design programmes.

The game industry is the largest and fastest growing business in the entertainment industry. It is in continuous development which leads to a large demand for a broad spectrum of creative professionals with game development as the common denominator. Games are also increasingly being used within education, training and medicine, under the name Serious Games.

As a graduate of the programme, you will be able to continue your studies at Master’s level in or outside Sweden.

APPLICATION AND REQUIREMENTS

BACHELOR PROGRAMME IN GAME DESIGN AND GRAPHICS
180 credits
Autumn 2017 100% Campus
Location: Visby
Application Deadline: 2017-01-15
Enrolment Code: UU-K5124
Language of Instruction: English
Requirements: Mathematics 2a/2b/2c, or Mathematics B
Selection: Final school grades (67 %) + Swedish Scholastic Aptitude Test (33 %)
Fees: If you are not a citizen of a European Union (EU) or European Economic Area (EEA) country, or Switzerland, you are required to pay application and tuition fees. Read more about fees.

Application Fee: SEK 900
Tuition fee, first semester: SEK 55000
Tuition fee, total: SEK 330000

CONTACT & MORE INFO

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