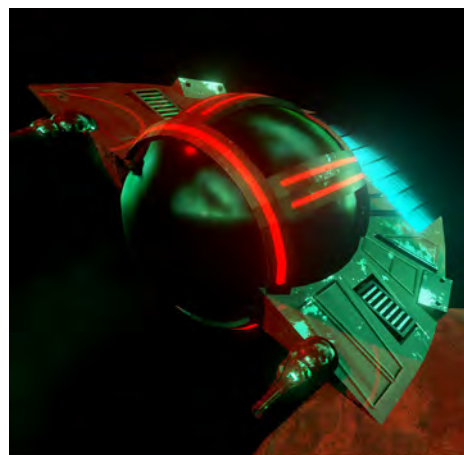


Game Design





Game Design

Game Design majors begin with an interest in playing games and wanting to understand the code that makes the top games work. Sound like you? In CIA's Game Design major, you'll apply your love of drawing and storytelling as you learn about programming, probability, logic, game strategy, and how a player interacts with a game.

You'll start out by learning what makes a good game and how to engage people in playing games. You'll work on mastering the use of rule design, play mechanics and social game interaction while you integrate visual, audio, tactile and textual elements into a total game experience.

In team production courses, you'll work with computer science students from Case Western Reserve University to produce a playable game. You'll work with innovative

production processes, including 3D modeling, animation, programming, visual design, audio and interactive storytelling.

Game Design majors have access to high-end software, leading 3D modeling products, and the latest equipment for digital video, lighting and sound to bring game ideas to life. You'll work in a network-connected video-editing suite, a sound editing and recording facility, and two shooting spaces with studio lighting capabilities.

While creating interesting and usable content, you'll build skills and confidence in character development, writing, storyboarding, cinematography, directing and basic programming. And you'll learn about theory, criticism, and the context of video game culture.

Successful Alumni

Julia Keren-Detar is a senior game developer at Arkadium in Brooklyn, NY, where she is a game artist and flash developer. For her BFA thesis project, she developed an educational game to teach second-grade life science, which was used in the Wickliffe (Ohio) public school system.

Tim Elek is a senior visual effects artist for Epic Games, the company responsible for the billion-dollar blockbuster Gears of War franchise. Tim creates real-time visual effects for this and other award-winning games.

Andrew Kuhar is a graphic/UI designer at SparkBase, a Cleveland-based gift card and loyalty software company. He creates graphics and draws up wireframes, modifies and writes HTML/CSS, looks after web and mobile application projects, and helps maintain brand assets and marketing materials.

Cory Hughart is an interactive designer at Lachina Publishing Services, where he focuses on front-end UI programming and UX design for Flash, web and mobile.

Engaged practices in art and design

Through courses, extracurricular projects, and internships, students connect to real-world experiences. These opportunities are where the rubber meets the road—where you will put your classroom knowledge and skills to work in a professional environment. CIA believes these skills are so critical to your success that we ensure every student earns Engaged Practice credits by the time they graduate. To learn more, visit cia.edu/ep.

Careers and Opportunities

Game production lead
Game designer
Game art director lead
Senior game developer
Visual effects developer
Animator
Character designer
Character animator
Sound designer
Modeler
Programmer
Rigger
Art director
Environments designer
Texture artist



World-Class Faculty

Robert Brown is chair of CIA's Game Design Department. He is an illustrator and concept designer with a focus on game production and 3D character design, digital sculpting, hard surface modeling and real time lighting and texturing. He has worked in the industry on titles including Madden, NCAA and F.E.A.R 3 for PC and consoles, and has done contract production work for small independent developers. He taught game design and production art for eight years in the United States and in New Zealand.

Learn more

Read more about our faculty, view student work, and watch a video about this major all at cia.edu/gamedesign.



The Industry

Game Design majors and graduates have interned and worked for well established organizations such as:

Amaranth Games
Arkadium
Raven Software
EA (Electronic Arts)
Kaleidoscope
Epic Games
The Cleveland Indians



Why CIA?

Exceptional Faculty

Learn from the people who make a living as artists and designers

Your Career

Achieve your goals for a creative career and join our successful alumni

10:1 Student-Faculty Ratio

Minimize your class sizes and maximize individual time with faculty

Real World Experience

All our students earn credit through internships or courses that connect them with projects outside the classroom

55% of 2018–19 first-year students
received a CIA merit scholarship of

\$15,000 or more

BFA

degree

655

students

10:1

student to
faculty ratio

Best
colleges for your
money, 2017–18

— Money
Magazine

Direct Costs

\$43,305

\$11,330

\$54,635

2019–20 Tuition + Fees

Room+Board

Total

Animation
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry + Metals
Life Sciences Illustration
Painting
Photography
Printmaking
Sculpture + Expanded Media
Transportation Design*
Video + Digital Cinema*

*Tracks within Industrial Design and
Photography Departments

FAFSA

CIA's school
code is 003928

\$40,709

average financial aid package for
CIA's 2018 incoming class

99%

2018–19 first-year
students received
financial aid

#cleinstituteofart

It is the policy of the Cleveland Institute of Art not to discriminate on the basis of race, color, creed, national or ethnic origin, gender, sexual orientation or gender identification, age, or disabilities, in employment practices, administration of educational policies, admission, scholarship and loan programs, and other college-administered programs and activities.



Cleveland Institute of Art

11610 Euclid Avenue
Cleveland, OH 44106
216.421.7418
cia.edu

Game Design (GAME)

Major Requirements*

		Credits
ANIM201	Concept Development	3
ANIM209	Animation I	3
ANIM220	Drawing for Animation	3
ANIM307A	Introduction to 3D Animation	3
GAME215	Introduction to Game Design	3
GAME216	Introduction Video Games	3
GAME318	Level Design	3
GAME320	Game Media Production I (EP)	3
GAME321	Game Media Production II	3
GAME322	Introduction to Game Development	3
GAME345	Intro to 3D Modeling	3
GAME347	Digital Texture & Lighting: Game Design Section	3
GAME401	BFA Preparation	3
GAME420	Game Media Production III	3
GAME421	Game Media Production IV	3
GAME430	Special VFX/Simulation & Virtual Reality	3
GDS200	Graphic Design For Non Majors	3
IME211	Sound Design	3
IME402	BFA Statement & Exhibition	3

Foundation Requirements

		Credits
ACD103	Art History I: Ancient-18th C	3
FND103D	Digital Color	1.5
FND103M	Material Color	1.5
FND104	Digital Synthesis	3
FND107	Design I	3
FND107L	Design Woodshop Lab	0
FND108	Design II	3
FND117	Drawing I	3
FND118	Drawing II	3
FND130	Environmental Studio Elective	3
FND140A	Charette: Collaboration & Community	1.5
FND140B	Charette: Self & Other Voices	1.5
LLC101	Writing & Inquiry I: Basic Comp & Contemp Ideas	3
LLC102	Writing & Inquiry II: Research & Intellect Traditions	3

Additional Requirements

		Credits
These courses need to be completed during your sophomore, junior, or senior year:		
ACD104	Art History II: 18th C-1945	3
ACD203	Art History III: 1945-Present	3
ACD486	Media Arts & Visual Culture (post-1960s elective)	3
LLC203	Writing & Inquiry III: Narrative Forms	3
PPEL398A/B/C	Professional Practices	3
3 (three)	Open Studio Elective	9
	One may be fulfilled by	
	GAME/LSI308 Serious Game Design	

Liberal Arts Distributive Elective Requirements

		Credits
These additional elective course requirements need to be completed during your sophomore, junior, or senior year:		
LLC318	Screenwriting (for LLC req)	3
1 (one)	Art/Craft/Design History or Theory (ACD)	3
1 (one)	Non-Western or Cross-Cultural	
	Art/Craft/Design History or Theory (ACD)	3
1 (one)	Humanities or Lit/Language/Comp (LLC)	3
1 (one)	Social or Natural Science (SNS)	3

Notes:

A minimum of 3 credits designated Engaged Practice (EP) is required for graduation, through courses, internships, or independent pathways. EP courses are noted with an (EP) following the title.

Optional 3-credit internship to be taken during the summer between Sophomore and Junior year or between Junior and Senior year.

*These courses require a "C" or higher grade