

Design & Production

IGAD
NHTV Breda

Design & Production

A new track

- Program initiated in **2010**
- **First interns : spring 2013**
- **First graduates : summer 2014**

Design & Production Students

- Intake is around 30 students / year
- All 1st year students will be selected by staff as of next year
- Some VA or Programming students can specialise in Design & Production

The stereotype of games developers...



- This is not accurate!

The reality of games developers...

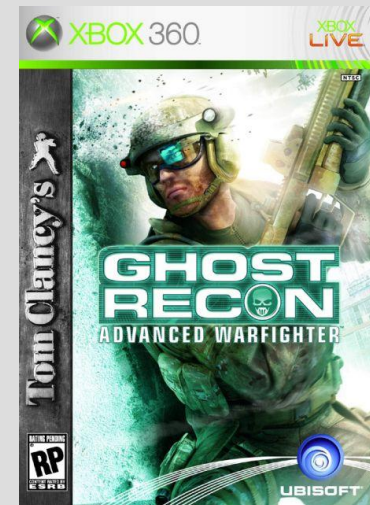
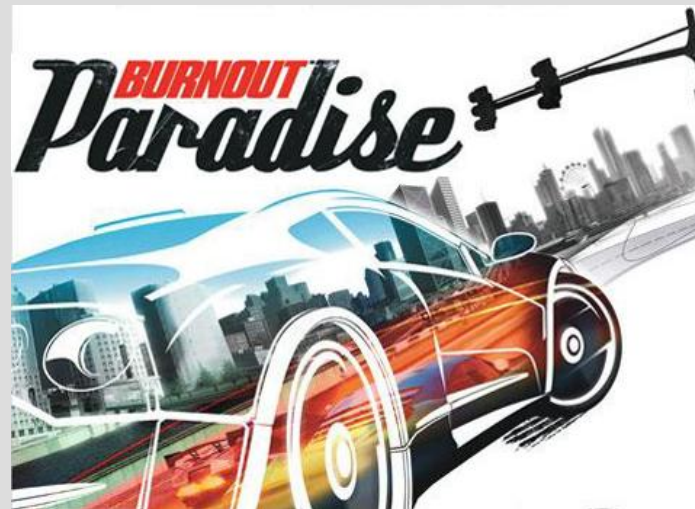
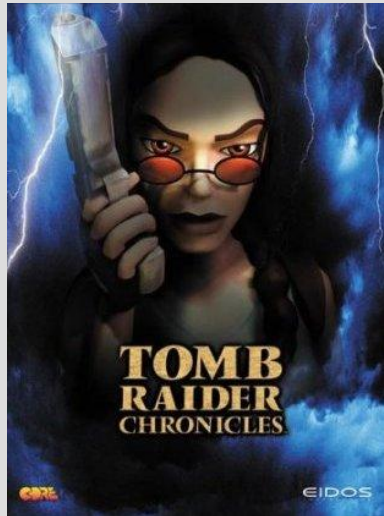


Designers and producers...

- Communication is the key to success
- Lively, engaged, and socially aware
- Intelligent and sensitive to new ideas

Design & Production Staff

Experienced as leads on previous & current generation high profile franchises, or the indie scene.

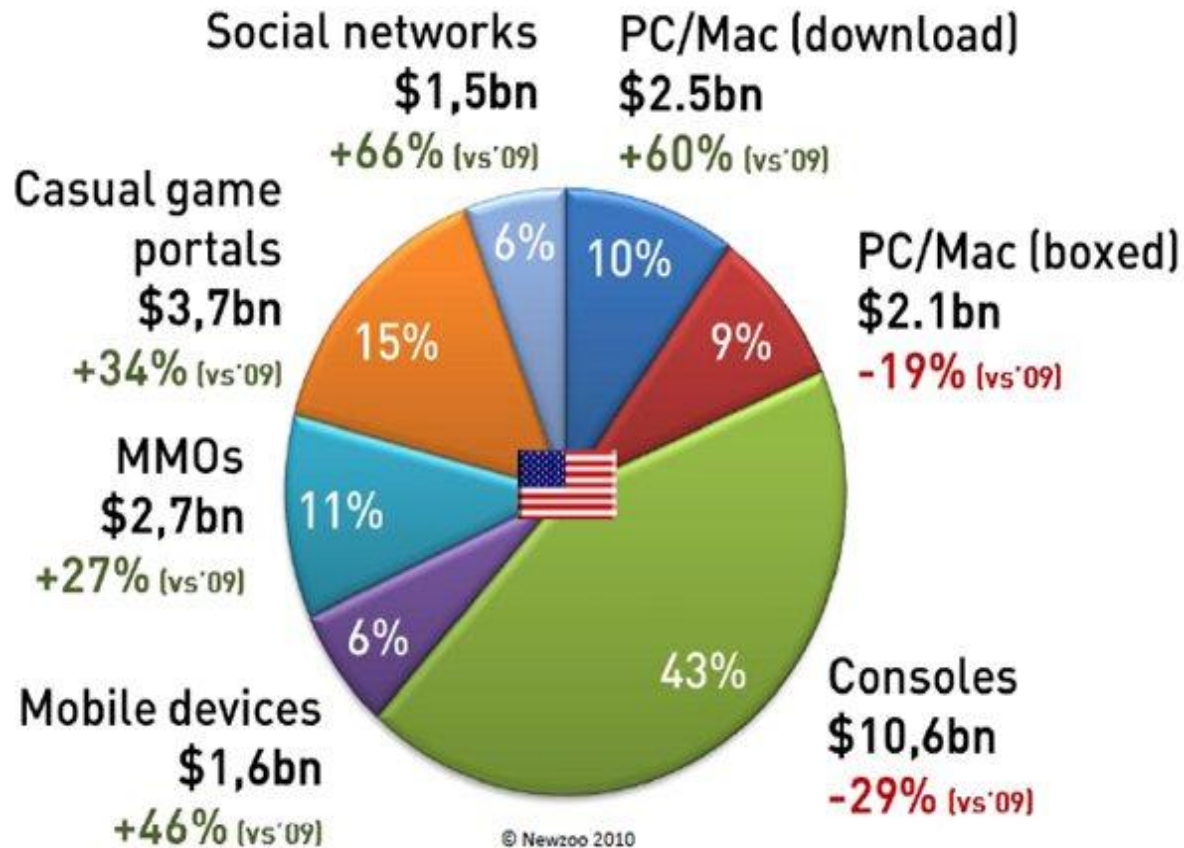


Design & Production Graduates

- Game Designers
 - Level Designers
 - Narrative Designers
 - Creative Directors
 - Associate Producers
 - Producers
-
- On any platform, and increasingly film/TV

Total games spend 2010 – US

\$ 24,700,000,000 | -2% (vs '09)



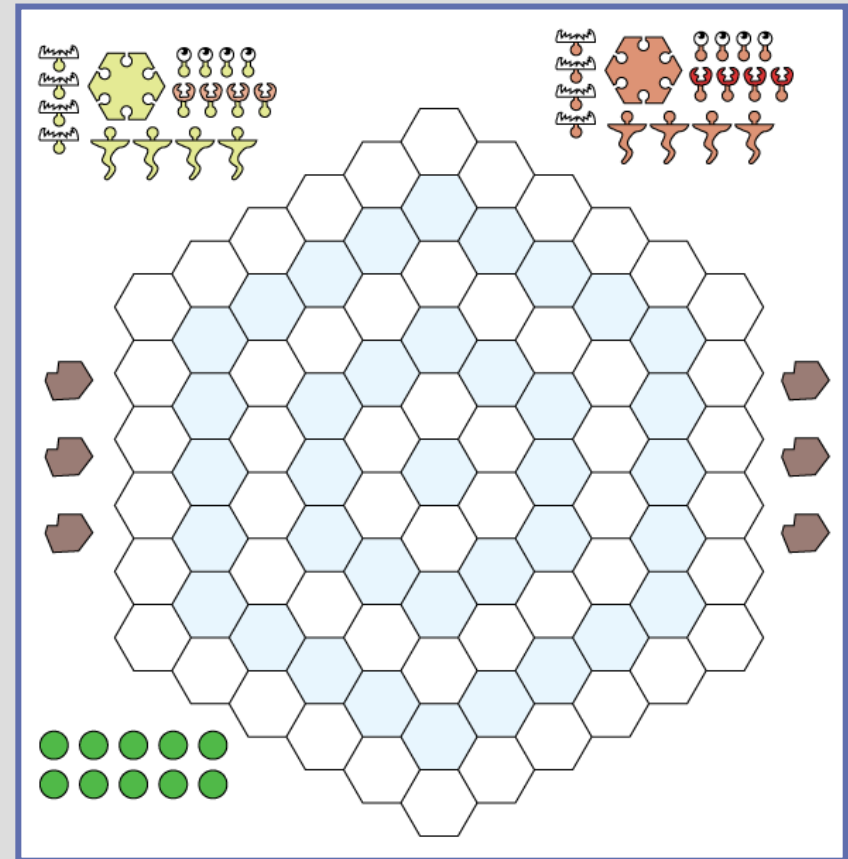
© Newzoo 2010

Design & Production Education

- 4 days of education + 1 Gamelab day (2.5 years)
- Internship , specialisation and graduation projects in year 3 and year 4.

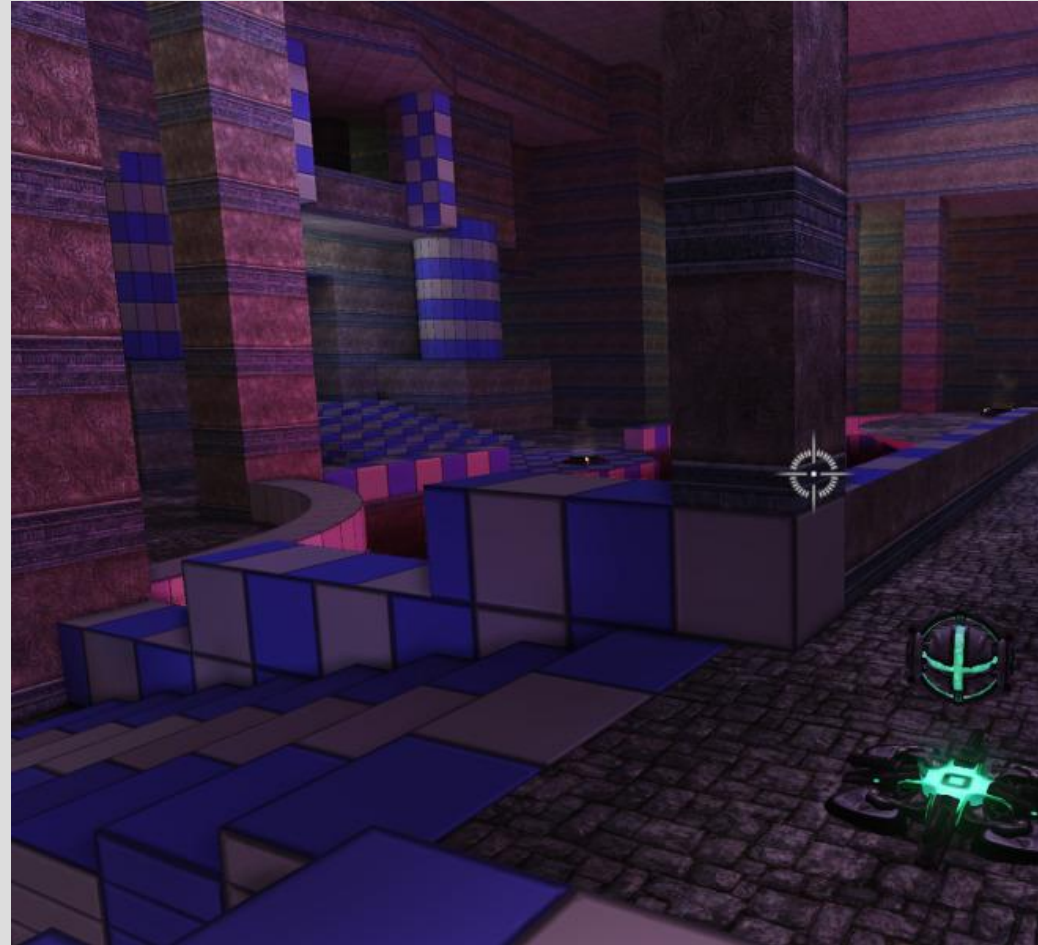
Design & Production Year 1

- Ludology
- Project Management
- Concept Design & Prototyping
- 2D / 3D art, as a foundation for design and level design



Design & Production Year 2

- Business Management
- Narratology
- Level Design
- Programming



Design & Production Year 3

- Casual, Serious and Social Games
- Online and Massively Online
- Single Player Campaign design
- Technology, innovation and business models

- Internship (20 weeks)



Design & Production Year 4

- Specialisation and Graduation projects (15, 20 weeks)
- Can be done in collaboration with a company, as an extension of an internship



Design & Production Tools

- Students are trained to use industry standard tools :
 - UDK
 - Maya
 - Photoshop
 - Hansoft
 - Flash, HTML5, C++
 - Office, Visio, Project
 - Other middleware in Gamelab (Unity, Source etc)



Games Industry jobs for Games Designer

Datascope

Designer/Lua scripter - London, South East, England, UK & Europe

To apply: Designer with strong scripting experience required!! To apply please send CV to lucy@datascope.co.uk or tel. Lucy on 020 7580 6018 for a confide...

Games Designer - London, South East, England, UK & Europe

Social Games Designer - South, England, UK & Europe



Jolt Online Gaming

Games Designer Social - Ireland, UK & Europe

Position: Games Designer - Social Terms: Permanent, Full time Location: Dublin, Ireland Salary: €DOE Reporting to: Products Director We are looking fo...



Guru Resourcing Ltd

SENIOR LEVEL DESIGNER - MMO - CAMBRIDGE - UK & Europe

SENIOR LEVEL DESIGNER - MMO - CAMBRIDGE We are looking for an experienced Level Designer to work on an exciting new MMO gaming project with one of world'...

Games Industry jobs for Production

Ganz & Stock Gbr

Producer Browser Games - California, United States, North America

Ganz & Stock is an international recruiting firm which specializes in the areas of online portals, MMOG providers, publishing houses, game publishers, media ...



Mangahigh.com

Assistant Game Producer - England, UK & Europe

Location: Central London, UK Type: Full-Time Experience: Mid-Level Function: Assisting with the production of educational flash games About MangaHig...



Travian Games GmbH

Project Coordinator - Germany, UK & Europe

Headquartered in Munich, Travian Games GmbH is one of the world's leading providers of browser-based online games. The company offers its customers worldwide...

Games Producer - Germany, UK & Europe

Be ready to work anywhere

Do you have
what it takes...



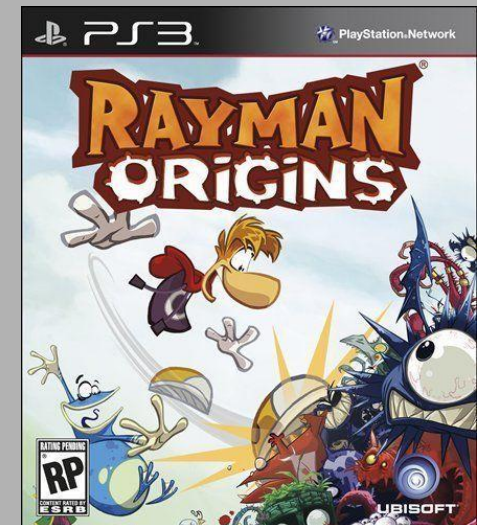
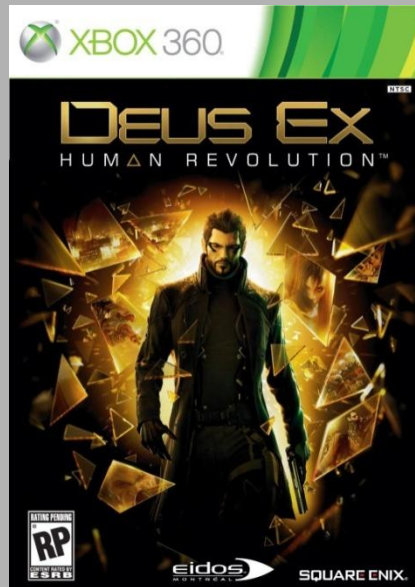
Moving
CRANE

... to be the next 'Chewy'?
Winner of the 2011 SXSW
ScreenBurn Independent
Propeller Awards in the
category of **Best Design.**

2nd-3rd year
IGAD



Games IGAD graduates and interns have been working on



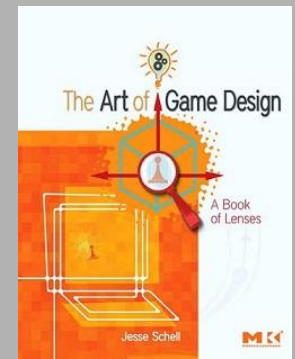
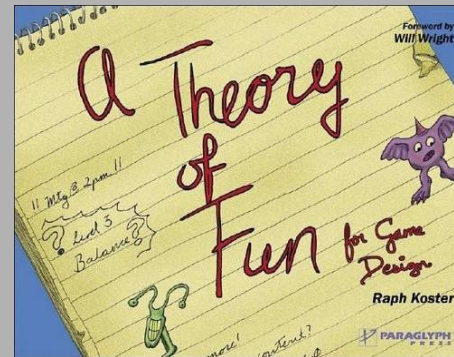
D&P Intake Deadline

- 15 May 2012
- Assignments
 - Videogame review and analysis
 - Short story
 - Management exercise



How to prepare for D&P

- Read about games
 - A Theory of Fun
 - The Art of Game Design
- Brush up your Office skills (Word, Excel, Powerpoint)
- Do some basic art & programming & gamemaking
 - SketchUp
 - Photoshop / Flash
 - HTML / Unity / Gamemaker



Thank you for listening



- We hope to see you in September!