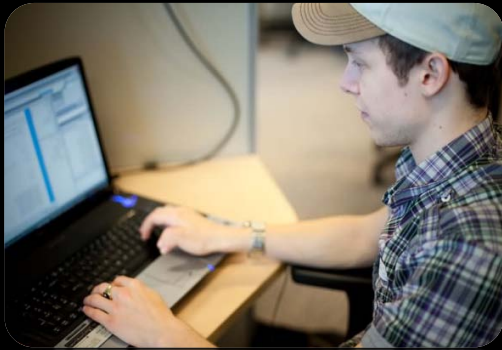


# Programming at i·good

>Welcome ( ) ;





>cout << "We Are IGAD! " ;

# Contents

>Expectations();

What\_You\_Get();

Our\_Style();

Your\_Results();

i · g a d

# John Carmack-id Software

"Focused, hard-work is the real key to success. Keep your eyes on the goal, and just keep taking the next step towards completing it. If you aren't sure which way to do something, do it both ways and see which works better."

# Expectations

cout << "What we expect from you-";



cout << "And you expect from us?";



# Contents

Expectations();

>What\_You\_Get();

Our\_Style();

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i · g a d

# Excellence

Established( "2006" );

Quality\_Audit( "1st" );

>Student\_Choice( "94%" );



# Structure

```
int main()  
{  
    if (Year1() == "bad") return 1;  
    do  
    {  
        Year2();  
        Year3();  
        Year4();  
    }  
    while (Perfect() != true)  
    return 0; //Job done.  
}
```



# What You Get – Year 1

```
void Year1()  
{  
    Game_Labs();    //This is a favourite!  
    Programming();  
    Mathematics();  
    Graphics();  
    Ludology();  
    Game_Production();  
    Audio_Visual();  
    English();  
}
```



# What You Get – Year 2

```
//Get into game technology.  
void Year2()  
{  
    Game_Labs();  
    Game_Technology();  
    Hardware_Programming();  
    Graphics_Technology();  
    Massive_Multiplayer_Development();  
    Mobile_Development();  
}
```



# Successes Along the Way

```
int your_money = 0;  
your_money += 25000;  
your_money += 500;  
your_money += 4000;
```



# What You Get – Year 3

```
void Year3()  
{  
    Game_Lab(); //Portfolio should look great.  
    Advanced_Game_Technology(); //PS3 & PSP here!  
    Future_Technology();  
    Research_Methods();  
    //And Importantly:  
    Internship();  
}
```



# Internships – Right Now



# And Internationally



# Uncharted 3 – PS3

"I just wanted to drop a quick email to say how pleased we have been with the work of both Bram and Mark. They are have done an outstanding job in their time here, everybody is super impressed with both their attitude and also perhaps more importantly their work."

Steve Riding – Outso



# What You Get – Year 4

```
//Final year.  
void Year4()  
{  
    Specialisation();  
    Graduation_Project();  
}
```

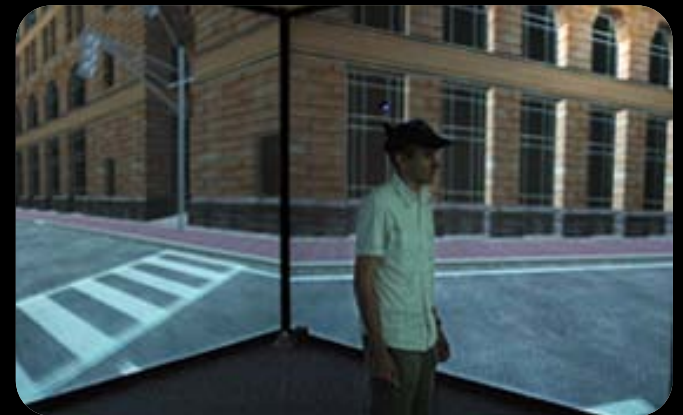


# NHTV Media Lab

Virtual\_Reality(); //360° Cave

Leading\_Technology();

Leading\_Research();



# Leading Research

## RTRT Research at IGAD

November 2006: Kick-off

Result: Outbound, vastly improved Arauna, art for science, prove-of-concept game.

November 2007: Kick-off

Result: "Let there be Light", PC Perspective, Slashdot, more art for science, extensive demo project, real game.



# Contents

Expectations();

What\_You\_Get();

>Our\_Style();

Your\_Results();

i · g a d

# Our Style



# Contents

Expectations();

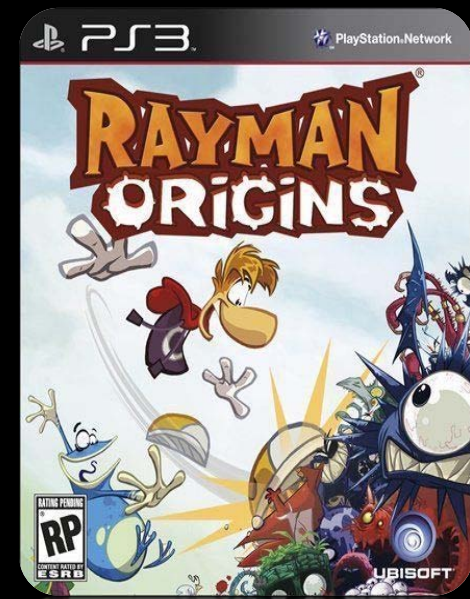
What\_You\_Get();

Our\_Style();

>Your\_Results();

i · g a d

# Developing Games Like...



# Programmers – In Demand!

"Programmers continue to be one of the highest paid talent in both the console and online game industry – with an average annual salary of \$85,733(US)."

"Salaries for programmers increased some \$5,000(US) over 2009 numbers."

Game Developer Survey 2010





# ZELDA

>IGAD = "AAA Titles";

# Can You Handle More?

//By Study Link

Apply\_By("15 May 2012"); //If you dare!

//Do not let this stop you:

Assignment(); //Supplied after Applying



# More Competitive?

```
//Preparation
```

```
Tutorial( "www.devmaster.net/articles/  
intro-to-c++-with-game-dev/part1.php" );
```

```
Mod_Games( ) ; //Gaming Passion
```

```
Tech_Demos( ) ; //Technical Expert!
```



1. 800

```
>Questions( "? " );
```