## WORKSHOPS | Game Coding



# GAME CODING WORKSHOP

12-Week Hands-on Intensive Workshop

This program provides the dedicated student with the hard coding skills needed to kick-start a career in the game industry.

#### **OVERVIEW**

The game industry offers a vast number of opportunities, and the majority of them are coding jobs. The Game Coding Workshop is a 12-week, hands-on immersive sprint designed to give you the edge for these jobs and beyond. Create a professional portfolio and take your coding skills to break into the game industry now.

#### **HOW IT WORKS**

Students work in an immersive studio environment Mon-Fri from 10 am to 6 pm for 12 weeks. The instructors are game industry programmers who mentor each student hands-on. No prior programming experience is needed.

#### THE TECHNOLOGIES

The program focuses on Unity and the C# scripting language. These technologies are:

- the most powerful and accessible game development platform available
- multi-platform. Build your game once and deploy at a click across all major console, mobile, and desktop platforms.
- ubiquitous in the game industry.

In addition you may be exposed to Github, Adobe Creative Suite, Maya, Bitbucket, HTML and other technologies.

Successful graduates of will leave the intensive 12 Week Game Coding Workshop with marketable skills. Ultimately it is up to the individual to secure employment in what is also a demanding and competitive field.

#### THE 12 WEEKS

| WEEK   | 1  | _ | Unity Immersion: Objects,    |
|--------|----|---|------------------------------|
|        |    |   | Models, Textures (2D Game 1) |
| WEEK   | 2  | - | Terrain, Lights and Cameras  |
|        |    |   | (2D Game 2)                  |
| WEEK   | 3  | - | C#, Github                   |
| WEEK   | 4  | - | 3D Game 1                    |
| WEEK   | 5  | - | 3D Game 2                    |
| WEEK   | 6  | - | Particle Systems, Audio      |
| WEEK   | 7  | - | Understanding Mobile         |
| WEEK   | 8  | - | Your Mobile Game             |
| WEEK   | 9  | - | Understanding Consoles       |
| WEEK 1 | 10 | - | Your Console Game            |
| WEEK 1 | 11 | - | Your Digital Portfolio       |
| WEEK 1 | 12 | - | Polish and Placement         |
|        |    |   |                              |
|        |    |   |                              |

### LOCATION NEW YORK CITY; LOS ANGELES, CALIFORNIA

Locations are subject to change. For start dates and tuition, please visit nyfa.edu

Please Note: curriculum and projects are subject to change and may vary depending on location. Students should consult the most recently published campus catalog for the most up to date course information.