



INTERNATIONAL DIPLOMA

The Game Art & Design diploma program is designed to prepare graduates for careers as game designers and level designers in the video game industry. This goal is achieved by building foundational skill sets in game design, level design, game scripting, written communication, as well as 2D and 3D art.

Students will have the opportunity to learn to write professional design documentation, design games, game systems, game mechanics and level environments, as well as apply knowledge to create their own interactive experiences. Students will also have the opportunity to create professional quality production work to showcase in a capstone portfolio project.

PROGRAM OBJECTIVES

- To master the application of Game design principles and terminology.
- To master the technical knowledge of scripting, design tools and software.
- To master the ability to work on team-based game development projects.
- To master the research, critical analysis, prototyping, gaming systems design, level design, user-interface design.
- To achieve the level to create design for business requirements, as well as scripting and art.
- To master the understanding and application of the principles of game design, systems design, level design, user interface design, user experience design, platform-specific design, and free-to-play game design
- To achieve professionalism through the process of conceptualizing, planning, executing, and delivering quality game design projects in accordance with current industry standards.
- To master the knowledge of the managerial and developmental aspects of the game production pipeline and demonstrate knowledge of planning, budgeting, specifications, constraints, scope, teamwork, problem solving, and deadlines that go into making a market ready game.



FACILITIES AND EQUIPMENTS

- Game Designer
- Gameplay Designer
- Systems Designer
- Level Designer
- Mission Scripter
- Free-to-play Prototype Designer
- Free-to-play Production designer
- Free-to-play Live-Ops Designer
- Assistant Producer
- Game Tester

GAME ART & DESIGN | 2 YEARS INTERNATIONAL DIPLOMA

- Digital Imaging
- History of Games
- Basic 3D Concepts
- Introduction to Scripting
- Introduction to Game Animation
- Introduction to Level Design
- Mini Games and Prototyping
- Color in Games
- Scripting
- Game Design
- Digital Illustration
- Level Design
- UI / UX Design
- Pre-Production and Project Management
- Production Team
- Game Design for Platforms
- 3D Graphics
- Game Research and Critical Analysis
- Critical Game Design
- Game Design for Business
- Post Production
- Advanced Game Design
- Advanced Scripting
- Senior Project
- Final Capstone Project
- Portfolio

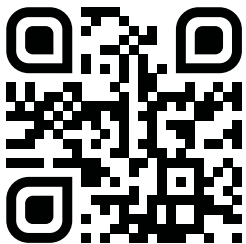
- Scholarship available*
- Industry internship / Project *
- International pathway to Melbourne, Vancouver & Barcelona (Bachelor & Master Degree)*

**tnc and specific program applied*

“DESIGN MUST BE FUNCTIONAL, AND FUNCTIONALITY MUST BE TRANSLATED INTO VISUAL AESTHETICS WITHOUT ANY RELIANCE ON GIMMICKS THAT HAVE TO BE EXPLAINED.”

– Ferdinand Porsche

**SCAN HERE TO
START YOUR FUTURE!**



LCI Education Network

LaSalle College Jakarta & Surabaya is a member of the LCI Education network, whose mission is to connect our people to opportunity through quality education. Present today on 5 continents, the LCI Education network consists of 23 select higher education institutions, and some 2,500 employees offering instruction to over 15,000 students throughout the world each year. From one country to the next, LCI Education favors the harmonization of its programs, which makes for greater flexibility, better control over the quality of its services, and deeper respect towards the various cultures it works with.

LASALLE COLLEGE | JAKARTA

Sahid Office Boutique Unit D - F, Komp. Hotel Sahid Jaya
Jl. Jend. Sudirman Kav. 86, Kota Jakarta Pusat, DKI Jakarta 10220
Ph. 021-57851819 Mobile. 0812 1999 8303 Infojkt@lasallegecollege.ac.id

@lasalleindonesia LaSalle College | Indonesia



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