



INTERNATIONAL PROGRAM

Game Art & Design

Exploring & experimenting with new medium
of communication and storytelling.



**LaSalle College
Jakarta**

The Game Art & Design diploma program is designed to prepare graduates for careers in the thriving video game industry. The goal is to give 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 and write professional design documentation, designing their own games, developing characters, game systems, game mechanics, and level environments.

AVAILABLE CREDENTIALS

International Diploma in Game & Art Design

Curriculum:

INTERNATIONAL DIPLOMA IN GAME & ART DESIGN

24 months/6 terms

Year 1

This is the level one of the studies. Students will learn the fundamental knowledge of game design and technical skill sets. Starting with character development and learning how experience is built in digital media. Throughout the year, students have one mission to accomplish: developing a Mini Game concept and create the prototype at the end of the year.

TOPICS OF STUDY INCLUDE:

- 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

Year 2

Moving into level 2! This year, students will learn the management system of a game design production. From pre-production to post-production. During the year, students will also be given knowledge about game design for various platforms and businesses. At the end of the year, students will be challenged to create their own game portfolio.

TOPICS OF STUDY INCLUDE:

- 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 Project





FACULTY MEMBER

Teddy Suteja

Digital Media Design Program Director

Graphic Design Bachelor Graduate from from Rochester Institute of Technology in New York.

A practicing professional graphic designer whose experiences range from working for New York based design house and agencies, to commission-based project, to a full-time lecturer at LaSalle College Jakarta for 17 years.

CAREER PATH

ENTRY LEVEL:

- Game Tester
- Junior Game Designer
- Mission Scriptor

MID-LEVEL:

- Game Designer
- Gameplay Designer
- System Designer
- Level Designer
- Free-to-Play Prototype Designer
- Free-to-Play Production Designer
- Free-to-Play Live-Ops Designer

HIGH LEVEL:

- Producer
- Assistant Producer

Scholarship available*

International pathway (Bachelor & Master Degree)*

**tnc and specific program applied*

LASALLE COLLEGE JAKARTA

LaSalle College Jakarta 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.

SCAN HERE
TO START YOUR FUTURE!



JAKARTA

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