



**SUMMER
SPRINGBOARD**
Look Inward. Go Upward.

Game Development Infosheet

New student admissions for
Summer 2024 are open.



Program Highlights

- Describe the differences between game design and game programming.
- Get familiar with game engine and 3D modeling tool interfaces.
- Identify the components in Unity game engine.
- Create and use prefabs for a game.
- Gain exposure to C# programming language for gameplay purposes.
- Handle physical collisions in a game.
- Engage with leading experts and in teams to practice creating a game.
- Discover an essential skill for the future which has become a basic requirement for acquiring many jobs.
- Engage with leading experts and in teams practice creating a video game.



2024 Dates

Duke University

- Session 1: June 30 - July 12
- Session 2: July 14 - July 26



Academic Program Overview

This course aims to provide the knowledge of implementing a computer game using one of the industry-standard game development engines. This course describes the 3D virtual world creation process from a computer graphics perspective, introduces corresponding game components, explains how to use these components effectively in a game development process, and how to successfully deliver a fully working and entertaining game. During the course, students can improve their Computer Science and Computer Graphics knowledge, both personally and collaboratively. No prior coding knowledge is needed for the course. Fundamentals of C# programming language and the basic requirements for game scripting are taught at the beginning of the course. To learn more, click [here](#).



Excursions

The Research Triangle is home to more than 30 game development companies, including large competitors in the industry like Epic and Red Storm. Previous excursions have included visits to Duke University's Game Design Lab and North Carolina State University University College of Design. During both visits, students interacted with professionals, designers, and professors in the design world while learning about the work their lab does. Students enjoyed meeting game developers and asking questions which further enhanced their passion for the industry.

Instructors

Ernesto Escobar

Ernesto Escobar is the Executive Director of the Master of Engineering in Game Design, Development, and Innovation at Duke University. In this role he manages and oversees all the program's curriculum development, students, faculty, staff, operations, and budget ensuring program excellence. He directs all marketing, admissions and recruiting efforts. Ernesto also teaches game design and development classes and mentors the students in the program. He connects and engages with internal and external partners regarding practicum projects, internships, career opportunities, seminars and oversees the industry advisory board.

Tuition Information:

Residential Students:

- **Includes:** all meals, lodging, excursions, academic course, weekend excursions
- **Excludes:** optional airport pickup and drop off service (available for an additional fee)
- **Price:** \$5,498

Commuter Students:

- **Includes:** lunch, academic course, excursions, programming from 9am to 6pm, Monday-Friday
- **Excludes:** lodging, breakfast, dinner, weekend excursions
 - Weekend excursions can be added on for \$125 per day
- **Price:** \$3,198

Supplements:

- Application fee: \$99 (mandatory, non-refundable)
- Tuition Protection Plan: Allows for cancellation for any reason up until the day of the program. Click [here](#) for more info.

[Apply Now!](#)



Course Structure

There are nine 3-hour class sessions over the two-week course. During week one, students have class from 9am-12pm, Monday - Friday. During week two students have class from 9am-12pm Monday through Thursday. Wednesday afternoons are dedicated to additional academic time (excursions, speakers).



Typical Schedule



[More info on Airport Transfer](#)

[More info on Unaccompanied Minor Service](#)

Summer Springboard programs are not run by our campus partners (with the exception of Cal Poly which is run in partnership with SSB). Universities and their affiliated departments and partners do not control and are not responsible or liable in any manner for any part of the Summer Springboard program.

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