



Inter-Dec College

LEVEL DESIGN

DIGITAL ARTS

THIS INTER-DEC COLLEGE PROGRAM WILL ALLOW YOU TO BECOME A VIDEO GAME LEVEL DESIGNER AND CREATE YOUR OWN GAME IN JUST ONE YEAR!

THIS PROGRAM WILL TEACH YOU TO:

Core competencies shared with the Video Games program:

- Conduct documentary research and a feasibility study prior to developing a video game project
- Be aware of the constraints involved in creating a video game
- Create, select and organize technical, visual or sound components according to targeted objectives
- Analyze video game products and the video game industry
- Understand project limitations depending on requests

PROGRAM-SPECIFIC COMPETENCIES:

- Develop an interactive game that will spark the players' interest; the game should stand out from those that are already on the market
- Design environments using techniques used by professionals
- Develop the mechanisms and interactivity of a game
- Develop the programming for a game level and incorporate it into the game's engine
- Create special effects for video games

PROSPECTIVE STUDENT PROFILE

- You have creative, innovative ideas
- You want to learn what makes a video game original and interesting
- You have a strong interest in new technologies

ELIGIBILITY CRITERIA

To be considered for admission to a program leading to an attestation of college studies, you must have an education considered sufficient by the College or meet one of the following criteria:

- Completion of at least one year of postsecondary studies
- Participation in a government program or an agreement between the College and your employer
- Two semesters or one full school year must have passed since your previous studies (i.e. high school)

CAREER POSSIBILITIES

After obtaining your diploma, you will have the skills needed to hold a position in the areas of video game design, management or production. You will be able to become part of a video game creation team as a tester, game designer, integrator, programmer or level designer

BE A STUDENT FOR A DAY

Come spend the day with our students and teachers. This is a unique opportunity to help you make a better choice about your education. It's free of charge with no future obligations!



Mehdi Sadik

PROGRAM LENGTH

One year (three 15-week semesters). Total of 900 hours

CLASS SIZE & FACILITIES

- Maximum 20 students per class
- One student per workstation during lab time

SOFTWARES

3ds Max, ZBrush, Photoshop, UDK, Mudbox

DIPLOMA

Attestation of college studies

REQUIRED MATERIALS

On the first day of class, the teacher will provide you with a detailed list of the required materials for the semester and then help find the best deals.



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