Game Design Bootcamp

30 WEEKS | ONLINE | \$14,995



Why Game Design?

Real-time 3D skills are highly sought-after skills in the rapidly growing gaming industry, with a projected 30% increase in job demand over the next decade (Burning Glass). By learning game design, you will acquire the skills necessary to create immersive gaming and 3D experiences, which are transferable to other industries such as architecture, engineering, healthcare, film, and video. This opens up additional career opportunities in related fields.

With game design skills, you can pursue careers and roles such as:



STATE OF MARKET 122% increase

Game Design with Unreal Engine is the most indemand skill to have on your resume, and is expected to grow 122% over the next 10 years.

Table of Contents

Program Overview

Program Overview	03
Experience	04
Outcomes	05
Program Structure	06

Curriculum

Game Design Foundations	08
Prototypes with Unreal Engine	08
Game Concept Development	09
Gameplay Design	09
Game User Experience ("Game Feel")	10
Capstone Project	10

Pricing

Pay Upfront	13
Deferred Payments	13
Loans	13

Program Overview

Circuit Stream is the leading provider of education in XR development, XR design, and game development. Since 2015, we have educated more than 50,000 professionals and organizations through online workshops and courses.

Our Game Design Bootcamp is a career-focused program that prepares you to enter the game design industry. Over the course of 30 weeks, you will acquire the skills needed to analyze game design elements, conceive gameplay concepts, design game mechanics with various tools, create functioning game prototypes, and test novel gameplay concepts. You will also learn about the role of game designer, its various specializations, and how they fit into video game production.

By the end of the program, you will have completed a capstone project that demonstrates your ability to create a game design concept, showcasing your practical skills and knowledge.

Admission Process

Submit Online Application

Fill out our online application form and we'll get back to you as soon as possible.

Submit here

STEP 1

STEP 2

Program Acceptance

Your application will be reviewed by the Circuit Stream admissions team. Once reviewed, if you are accepted, you will receive an email officially offering you a seat in the program.

Experience

Certification

Upon successfully completing the Game Design Bootcamp, you will receive a Professional Game Design micro-credential. This attests to your proficiency and mastery in designing games from concept and ideation to implementation and production, using industrystandard tools and methodologies.

Is This Course for You?



This easy-to-follow course offers an ideal introduction for those keen on embarking on a design career within the Real-Time 3D industry, encompassing gaming and emerging technologies.

The Game Design Bootcamp is tailored for beginners, however, fundamental computer literacy skills are essential for a smooth learning experience. This encompasses file organization and the ability to navigate your operating system, be it Windows, macOS, or Linux.

What to Expect

Overall Expectation

- ✓ 30 weeks
- ✓ 150+ hours live sessions
- Up to 10 one-on-one sessions
- ✓ Project for your portfolio
- ✓ Capstone project

Weekly Program

- ✓ 5-hours live class sessions per week
- ✓ 10 hours of independent study

Outcomes

Game Design Foundations

Understand and apply the foundational concepts of game design, including the role of game designers, elements of successful games, and the dynamics of video game production.

Engagement, Balance and Player Psychology

Learn the principles and strategies to designing captivating gameplay by understanding player psychology, crafting immersive experiences, and achieving the perfect balance to keep gamers hooked and entertained.

Game Feel and User Experience Design

Transform your game's experience by harnessing player-centric design principles, integrating motion, sound, and intuitive UI design to deliver immersive, engaging, and accessible gameplays.

Prototyping with Templates and Blueprints

Utilize Unreal Engine 5 to create and test game prototypes, leveraging Templates, Blueprints, and computer graphics to test and communicate novel game concepts, mechanics and ideas.

Game Design Portfolio

Establish a diverse portfolio that demonstrates your game design expertise and experience, showcasing your ability to conceptualize high-quality, engaging games for the Real-Time 3D industry.

Career Development in Game Design

Finding a job in a new industry is challenging and it requires the development of many soft skills. This course will provide guidance into the abilities and actions you need to confidently compete for a job.

Experience with Industry-Recognized Tools

The Game Design Bootcamp is designed to teach you the industry-standard tools of building 3D and gaming experiences.



Program Structure

Overview



Live Sessions

Each week, there are twenty hours of live online course work where you will apply a project-based methodology that gives you engaging challenges and hands-on problem solving experiences. Classes are led by an instructor.

Lab Sessions

Labs are workshops where you practice and refine your skills through themed projects and case studies, career workshops, dedicated working sessions, and game jams.



Premium Support

Stay on track with access to premium academic support. A qualified expert will be available to address any technical questions you have and provide guidance as you work through your course material.

Career Services

Career coaching is at the heart of the program. From day one, we'll be there to provide guidance through career coaching, group workshops, one-on-one sessions, and guest lectures. The career component of the program runs concurrently with the technical training.

Learning Activities and Projects

The Game Design Bootcamp is structured around project-based learning where you gain practical skills while working on real-world projects and build a solid foundation for a career in game design.

01 Assignments

02 In-class challenges

03 Portfolio projects

04 Capstone project

Completion Requirements

To successfully complete the Bootcamp and earn your Circuit Stream Certified Game Design badge, you must finish with a grade of at least 70%.

•	Module projects	 50%
•	Capstone project	 50%

Prerequisites

The Game Design Bootcamp is beginner-friendly and requires no prior experience to be admitted. Students can enter the program and begin confidently learning from day one. To be accepted into the program, you must:

- Be 18 years of age or older.
- Have basic computer literacy.
- Have internet access.

Hardware and Software

Hardware

<u>Windows</u>: 10 64-bit version 1909 revision. 1350 or higher. Quad-core Intel or AMD 2.5 GHz or faster. At least 8 GB RAM. DirectX 12 compatible graphics card with the latest drivers

Mac OS: 13 Ventura. Quad-core Intel, 2.5 GHz or faster. At least 8 GB RAM. Metal 1.2 Compatible Graphics Card

Software

- Unreal Launcher and Unreal Engine 5.2*
- Git and Github
- Google Spreadsheets or Microsoft Excel
- Figma

*Unreal Engine version may change as Epic Games releases new versions.

Curriculum

The Bootcamp curriculum consists of six distinct units, each tailored to teach you the vital game design skills necessary for success in the industry. Engage in a variety of hands-on activities to sharpen your abilities and gain practical experience

Game Design Foundations

You'll explore the fundamental concepts of game design, learn about the roles within a game design team, and understand the various stages of game production. You'll apply these concepts to create a pen-and-paper prototype, followed by playtesting with friends and family to refine your design.

Key Outcomes

- Evaluate existing games and design artifacts using appropriate terminology and frameworks to understand what makes a successful game
- Develop a game design document
- Create, assess, and improve game prototypes through playtesting

Prototypes with Unreal Engine

Understand the basics of working with Unreal Engine 5 and learn how to use Templates and Blueprints to build and test a gameplay concept. You'll also get familiar with the fundamentals of computer graphics and rendering, using them to create simple level environments, UI, and lighting for your gameplay prototype.

Key Outcomes

- Create a whitebox prototype of a game concept or a level using Unreal Engine 5
- Understand the fundamentals of computer graphics and rendering
- Create simple level environments, UI, and lighting for your prototype

Game Concept Development

Explore the fundamentals of game concept development, including pillars, values, hooks, and anchors, and learn how to communicate ideas effectively to teams and stakeholders. Gain an understanding of the Agile process and its use in creating production plans for their game concepts.

Key Outcomes

- Develop strong game concepts using pillars, values, hooks, and anchors
- Craft mood boards to convey your game's tone, atmosphere, and emotions.
- Present your ideas clearly and concisely through engaging pitch decks
- Apply Agile principles to assess and manage the production scope of your game concept

Gameplay Design

At the core of every game lies the gameplay: how it plays. Explore how to create engaging gameplay experiences by building systems that challenge players while keeping them immersed in your game. You'll learn how to design levels, stages, and progression that maintain a balance between creative vision and resource constraints, and work collaboratively with artists, designers, and developers to bring your game to life.

Week 13 to 16

Key Outcomes

- Develop and apply principles and elements of game design to create game environments that engage players and convey meaning and mood, while integrating narrative elements to enhance player immersion, emotion, and agency
- Create a detailed game design document explaining the gameplay elements of your novel idea
- Create a prototype or vertical slice of a game to convey more clearly the mechanics you are creating

Game User Experience ("Game Feel")

Every game design is a unique system of goals, choices, and rules that needs to be conveyed to players as efficiently as possible. Quite often a game mechanic is well thought out, but its presentation overwhelms and confuses the player. In this part of the course, you will engage with tools such as motion, sound, and effective UI design to better communicate game states and actions to players providing a more immersive experience.

Key Outcomes

- Apply design concepts for characters, camera, and controls to enhance overall game UX
- Develop effective tutorials, player onboarding, and adaptable input scenarios
- Design immersive UI and integrate sound effects for improved user feedback, while also utilizing animation techniques and accessibility solutions for a wider audience
- Create and present a UX analysis of a chosen game, along with a proposal to improve its design

Capstone Project

To wrap up the Game Design Bootcamp, you will harness your newly acquired skills, knowledge, and techniques to produce a novel idea into a tested prototype. The aim is to demonstrate your readiness for an entry-level job or to spearhead a new game project as an industry leader. You have the freedom to decide the scope of your project, ensuring it showcases your expertise.

Ultimately, you will have the opportunity to present your creation to industry leaders, receiving invaluable feedback on your game.

Career Preparation and Guidance

During Circuit Stream's career lab support, you will be equipped to showcase your design skills and behavioral strengths, craft a captivating portfolio featuring your Game Design Bootcamp projects, and elevate your digital presence to align with your personal brand. Delve into game and 3D design specializations, understand the interview questions associated with each specialization, and excel at industry networking while thoroughly preparing for job interviews in the 3D design world.

Career support highlights

- \checkmark Writing resumes and cover letters
- ✓ Preparing for interviews

- ✓ Navigating job search
- ✓ Crafting a compelling portfolio
- Negotiating salary
- Pitching projects and networking

Units

Self Discovery

Navigating your way through a new industry can be overwhelming, but getting clarity on what you want and need makes things easier. In this lab, you will undergo deep self-exploration. In the end, you will determine your goals to start a career in RT3D and game design.

Market Research

Learn how to do research and compare what you are thinking with the reality of the job market, using public information like postings and industry descriptions.
Then, figure out how job search works in any industry and define an overview of the most important steps you need to follow, and the challenges you might face.

Personal Brand

Your personal brand should comprise the aspects you defined in the previous labs. You will implement your strengths and industry knowledge to refine your digital messaging to make the right connections for your new career.

Digital Presence

Once you determine what your new and shiny personal brand should be, turn it into your \bigcirc digital presence. You will show what you can do with key digital tools that will lead to a successful career transition.

Job Search

Discover the best practices for job search and interview success, including: job \bigcirc application strategies, resume building and etiquette, writing your personal brand statement, networking to find job leads and potential employers.

Networking Events

Through Circuit Stream's partnership network, you will receive the opportunity to network and connect with hiring partners—including those looking to hire talented game and 3D designers.

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Pitch Day

You will have the opportunity to take part in Pitch Day, a day dedicated to showcasing your capstone project that takes place a month after Bootcamp ends. The event ranges between 2-3 hours, and you will have the opportunity to present and pitch your project to hiring managers and industry experts. This is also an opportunity to gain feedback from peers and participants alike.

Outcomes

Networking with industry professionals



Real-time project feedback



Connect with potential employers

Pricing

Pay Upfront

Pay in full before you start. Circuit Stream accepts wire transfers and credit card payments. **\$14,995** excluding tax

for as low as \$625/mo

for as low as

\$4,998/mo

Deferred Payments

Canadian Citizens

Circuit Stream offers 3-month or 24-month payment plan. Payment plans are subject to a one-time admin fee.

International Students

For students outside of the U.S, Circuit Stream offers a 3-month payment plan.

For U.S. Plans, please refer to Loans below.

Loans

U.S. Residentsfor as low asPaying for education isn't one-size-fits-all. We have partnered with
Climb to offer flexible payment methods, so you can make tuition
payments in the way that works for your situation.\$210/moFind out if you qualify for Climb Credit 7

CIRCUIT STREAM

Ready to get started?

Fill out our online application form and we'll get back to you as soon as possible.

Submit here

Have questions?

Schedule a call with a Program Advisor to learn how this course can help you

Schedule here

Contact Info

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