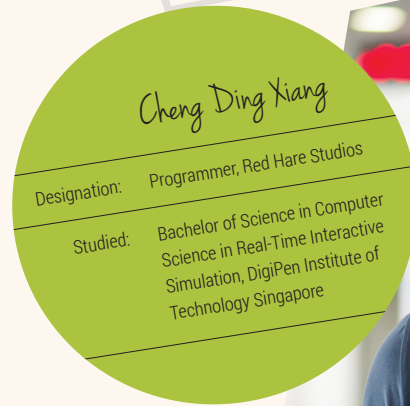


EDUCATING TOMORROW'S LEADING GAME DEVELOPERS



DigiPen Institute of Technology is the world's premier institute for game design and the digital interactive media industries. The highly competitive and performance-oriented nature of the industry places huge demands on graduates today. DigiPen's rigorous curriculum grooms graduates for the industry and beyond, providing them with internships, team-based projects and opportunities to exhibit their work. Backed by a world-class education, DigiPen graduates are highly sought-after members of the interactive media community.

By Koh Wanzi

With no background in computing, Cheng Ding Xiang was an unlikely student at DigiPen Institute of Technology Singapore. He shares candidly, "Many of my classmates were polytechnic graduates who already had some background in computing. I had to learn everything from scratch and work hard to catch up!"

Now a programmer at local start-up Red Hare Studios, Ding Xiang has certainly come a long way since then. He tells us about the unique opportunities he has enjoyed at DigiPen, attesting to its position at the pinnacle of game design and interactive media education.

FOCUS ON THE INDUSTRY

Ding Xiang was attracted by DigiPen's commitment to prepare its graduates to excel in the industry, providing them with the experiences and necessary depth of study to become high-performing members in their chosen fields.

Students begin acquiring the necessary hands-on experience from their first semester. Ding Xiang recalls, "Projects are an integral part of the curriculum and I have designed numerous games over the course of my studies. I am particularly proud of Oculus, a game I designed in my sophomore year. It is a two-dimensional side-scrolling puzzle platformer. Users are provided with a lens that allows them to manipulate the

world – such as magnifying space to escape a dead end – in order to complete the level."

At Red Hare Studios, Ding Xiang now works in app development for the company. He elaborates, "I am currently working on a mobile app called RiTe. Targeted at businesses in the food and beverage industry, it allows customers to place advance orders and track their order as it is prepared in the kitchen. This system is currently in use at 4 Fingers at Plaza Singapura!"

Looking back, Ding Xiang credits DigiPen with helping him secure a job so quickly after graduating. "Almost three-quarters of the employees at Red Hare Studios are from DigiPen, clearly attesting to the value of and demand for DigiPen graduates!" he tells us.

OPPORTUNITIES TO SHINE

Ding Xiang continues excitedly, saying, "We also have something called Company Day at the end of every semester, where students exhibit their projects to company representatives and industry players. This provides an excellent opportunity to get your work out there and be talent-scouted!"

Japanese video game developer Tecmo Koei, which many will know for the Dynasty Warriors series of games, actively hires DigiPen graduates. Ding Xiang shares, "It's not uncommon for students to have secured employment at Tecmo Koei even before they graduate!"

To add on, DigiPen provides outstanding students with opportunities to take part in the Independent Games Festival (IGF) China. Last October, DigiPen students bagged three awards at IGF China for first-person horror title *Lurking* and side-scrolling adventure game *Iris*, besting entrants from Asia and the Australian regions.

"Semester projects are usually concluded at the end of every semester, but if yours shows promise, you may be allowed to continue working on it over the next semester in preparation for the IGF," Ding Xiang explains.

TUNING IN TO THE DIGITAL LANDSCAPE

And in recognition of the global nature of the digital interactive media industry, DigiPen students have the opportunity to spend a semester abroad at DigiPen's US campus in Redmond, Washington. "I got to meet industry experts on a weekly basis and attend valuable talks and conferences at Redmond. It certainly helps that the campus is located near Microsoft's office," he laughs.

As Ding Xiang is quick to point out, DigiPen constantly consults with game developers on their talent requirements. "The curriculum is updated regularly to ensure that it is in line with industry needs. This ensures that DigiPen graduates will always possess the most relevant skills!" he concludes. ■

A LEADER IN TECHNOLOGY EDUCATION

DigiPen Institute of Technology is a global pioneer in digital interactive media education. In 1996, DigiPen became the first college in the world to offer a four-year degree programme devoted to game technology development – the Bachelor of Science in Computer Science in Real-Time Interactive Simulation. Since then, DigiPen's programmes have continually evolved to ensure graduates are ready to create, innovate and collaborate with some of the world's leading technology and entertainment companies.

SINGAPORE – A GLOBAL HUB OF INNOVATION

DigiPen's Singapore campus opened in 2008 at the invitation of Singapore's Economic Development Board (EDB) to help grow the country's digital interactive media industry. In 2010, in a move supported by the Ministry of Education (MOE), DigiPen Institute of Technology Singapore began collaborating with Singapore Institute of Technology (SIT), now approved as Singapore's fifth public university, to provide a pathway for polytechnic graduates to pursue a degree at DigiPen. In 2011, DigiPen Institute of Technology Singapore was granted accreditation by ACCSC as a branch campus of the main college located in Redmond, Washington in the US. And in 2013, DigiPen Institute of Technology began accepting 'A' Level and International Baccalaureate (IB) Diploma graduates. In 2015, the DigiPen campus will relocate to a brand-new SIT building at Singapore Polytechnic – featuring state-of-the-art classroom and studio facilities such as computer labs and acting and animation studios for game development.

CLASSROOM THEORY MEETS REAL-WORLD PRACTICE

DigiPen's mission is to empower graduates to become true creators – not just users – of technology. Degree programmes in simulation programming, game design and digital arts give students a strong foundation in the academic fundamentals of their field, while challenging them to apply their knowledge in yearly team projects that emulate the professional studio environment. In these projects, students create 2D- and 3D-games and animated films – all from their own inspiration and design, using custom-built technology. This extensive hands-on production experience means students graduate with the knowledge of how to develop a project from beginning to end, as well as gain an impressive portfolio that helps them stand out on the radar of future employers.

A REPUTATION FOR EXCELLENCE

DigiPen's students are among the most respected in their fields, consistently winning top honours at international competitions. At the Independent Games Festival China, DigiPen Institute of Technology Singapore has won more recognition than any other school, including 10 nominations to the Student Competition, two 'Best Student Game' awards and two 'Excellence in Technology' awards in the Main Competition category for professional-level developers. DigiPen students don't just succeed in the classroom, and its graduates go on to work at some of the most prestigious interactive media companies in the world, including Microsoft, Nintendo, Ubisoft, Lucasfilm, Tecmo Koei and more.

LEARN MORE AT OUR 2015 INFO SESSION

Visit DigiPen Institute of Technology Singapore's campus this spring to experience DigiPen first-hand. Meet key members of the faculty and staff, speak with admissions representatives and discover whether DigiPen is right for you. ■

Please visit singapore.digipen.edu for more information.