“Over 25 years ago, when DigiPen first opened its doors, the world of real-time 3D simulation was just at its beginning stages. Today, more than a quarter of a century later, the industry has made leaps and bounds in discovery, design, and development, as demonstrated by the quality of today’s simulations, video games, animations, software, and hardware. It is both exciting and challenging to continuously be on the cutting-edge of these industries.”

– Claude Comair
President and Founder

DigiPen Institute of Technology is an educational pioneer in the teaching and advancement of video game design and development, computer science, hardware and software engineering, fine arts and digital art production, and sound design. As the first school in the world to offer a bachelor’s degree in game simulation technology, DigiPen has advanced the game industry for more than 27 years by helping students become skilled engineers, artists, and designers.

Our students have won more awards at the Independent Games Festival than any other school in the world. Our faculty draws from years of both academic and professional experience. And our alumni have gone on to produce work that has sent shockwaves through their industries.

Do you have the passion, creativity, and drive to become the next student success story?
FOCUSED
By declaring their area of study when they apply, freshman students at DigiPen jump right into the coursework most relevant to their chosen field. Many take the equivalent of graduate-level courses by their senior year.

HANDS-ON
DigiPen teaches students to be problem solvers and innovators through real-world projects. By applying academic principles to concrete year-long team projects, students gain the practical knowledge to become creators – not just users – of technology.

CONNECTED
DigiPen’s Program Advisory Committees – comprised of DigiPen faculty members and director-level employees from studios like Microsoft, Nintendo, Bungie, PopCap, and ArenaNet – meet every six months to ensure DigiPen’s curriculum continues to evolve alongside the game and animation industries.

RENEWED
DigiPen students have won 53 awards at the Independent Games Festival – more than any other school in the world. And for six years running, The Princeton Review has ranked DigiPen among the top five schools for game design.

IDEALLY LOCATED
DigiPen’s Redmond campus is situated in one of the largest centers of video game and software development in the world, with more than 350 interactive media companies – including industry giants like Microsoft, Nintendo, Valve, Disney, and Warner Bros. – within a 20-mile radius.
3.3 MILLION
TIMES VISITORS HAVE
DOWNLOAD A
STUDENT GAME
FROM DIGIPEN’S WEBSITE
games.digipen.edu

1st
SCHOOL IN THE
WORLD TO OFFER A
BACHELOR’S DEGREE IN
VIDEO GAME
PROGRAMMING

#3 DIGIPEN’S
RANK IN
The Princeton Review’s
LIST OF TOP
GAME DESIGN
SCHOOLS
IN NORTH AMERICA

56
COMPANIES ATTENDED DIGIPEN’S
2015 Career Fair

300
COMPANIES HAVE HIRED
DIGIPEN GRADUATES

53
IGF AWARDS
won by
DIGIPEN STUDENT GAMES
MORE THAN ANY OTHER
SCHOOL IN THE WORLD

174
AWARDS
including those recognizing
GAME PROJECTS & ACADEMIC PAPERS

56
COMPANIES ATTENDED DIGIPEN’S
2015 Career Fair

300
COMPANIES HAVE HIRED
DIGIPEN GRADUATES

OUR
GRADUATES
HAVE SHIPPED MORE THAN
1000 COMMERCIAL
GAMES

OVER 1.5 MILLION
VIEWS OF DIGIPEN
STUDENT GAME TRAILERS ON
YouTube
youtube.com/WatchDigiPen

FIVE STUDENT ANIMATIONS
EARNED A TOTAL OF
21

Super Secret
DigPen Institute of Technology
Redmond Campus

Level 1457 LAST
DigPen Institute of Technology
Spain Campus

Sushi Mischief
DigPen Institute of Technology
Singapore Campus

Beneath the Night Sea
DigPen Institute of Technology
Redmond Campus

Cat Fight
DigPen Institute of Technology
Singapore Campus

To view these animations visit:
digipen.edu/studentfilms
“DigiPen is still the greatest place to study game development anywhere. The curriculum has continued to evolve to keep up with the latest technologies, which gives students a solid head start in the industry. DigiPen graduates are typically the top performers of their teams, and they tend to rise to leadership roles.”

— Sonia Jackson
Hiring and Operations, Sucker Punch Productions

“DigiPen is leading the academic community by providing a starting point for those wishing to pursue a career in the country’s fastest growing entertainment industry. From the Valedictorian of DigiPen’s first graduating class to the seven graduates who produced 2007’s Game of the Year, Portal, DigiPen has become a leading source for finding new and talented employees at Valve.”

— Doug Lombardi
Vice President of Marketing, Valve Corporation
From their first semester on campus, students dig deep into the theoretical frameworks that form the basis of modern-day art, science, and engineering — developing foundational knowledge that will be relevant and useful throughout their careers.

At the same time, students apply their knowledge to hands-on team projects that leverage communication and interdisciplinary collaboration. This project-based focus challenges students to solve difficult problems as they work together to create original games, software, animation, hardware, and more in an academic environment that replicates the professional production studio. By the time they graduate, students have an impressive portfolio of work that can help them stand out to prospective employers.

For those looking for a rigorous education in a competitive, but rewarding field, a degree from DigiPen is an excellent head start.

For details about our graduation rates, the median debt of students who completed these programs, and other important information, please visit www.digipen.edu/disclosures.
"It takes passion, discipline, and determination for students to be successful in this program. This degree is highly theoretical and academic. In addition, students apply what they learn in real-world projects that simulate actual industry conditions. Students are prepared to be productive as soon as they graduate — as a matter of fact, we tell our students that their first day at DigiPen is equivalent to their first day at work."

— Samir Abou Samra
Program Director

Video games aren’t just entertainment — they’ve evolved into complex software systems that push the limits of what computers can accomplish. The Bachelor of Science in Computer Science in Real-Time Interactive Simulation prepares graduates to create the technology at the core of these systems — from graphical algorithms to level editors to physics engines — while giving them exhaustive knowledge of the entire game development process.

Through an in-depth study of mathematics, physics, and computer science — combined with real-world projects where students design and program their own fully playable games from start to finish — the BS in Computer Science in Real-Time Interactive Simulation transforms students into extremely efficient software developers, able to understand, communicate, and solve problems at every stage of the development process. That knowledge and skill set doesn’t just make them some of the most sought-after developers in the game and simulation industries — it prepares them to program virtually anything, from web applications to enterprise software.
“Teaching at DigiPen is not a job – it is a calling. The students here have a dedication and commitment to learning that is truly world class. As an instructor, I have the great responsibility of taking enthusiastic and hopeful students and forging them into elite professional game developers. The standards are high, and not a single day can be wasted. But for anyone who is passionate about game design, there is no better place to be.”

– Benjamin Ellinger
Program Director

Behind every sword swing, item drop, and hit point in a video game lies a complex system of rules embedded within the game’s code. The Bachelor of Science in Computer Science and Game Design focuses on teaching students to become strong software developers with the knowledge and skills to design, program, and implement these systems.

Students in the BS in Computer Science and Game Design start with coursework in computer science, including writing computer programs in core languages such as C and C++, as well as a solid grounding in the humanities, social sciences, and fundamentals of art. Then they apply that knowledge in year-long team projects where they collaborate with students from across DigiPen’s degree programs to design, program, and prototype their own 2D and 3D games in a deadline-driven environment. That real-world experience doesn’t just hone their abilities as designers and programmers – it helps them develop the communication and team skills necessary to become indispensable members of a professional development studio.
“DigiPen has been teaching students to produce cutting-edge simulation software for the last 25 years by focusing on the intricacies of the computer graphics pipeline – it’s one of the reasons our graduates are some of the most sought-after developers in the industry. With this new degree, we will take that same focus and apply it to a broader range of computer science topics, giving students a deep well of knowledge to draw from as they take on projects that will test the limits of their creativity and skill as software engineers.”

– Samir Abou Samra
Program Director

With ongoing breakthroughs in computer technology – from cloud computing to gesture recognition and more – the information age continues to present new challenges and opportunities for computer scientists around the world. To facilitate these breakthroughs, scientists must learn how to design and implement complex algorithms, sophisticated data structures, and cohesive software solutions to problems both new and old.

The Bachelor of Science in Computer Science focuses on the foundational theories common to all forms of software design, architecture, and development, from data compression and distributed computing to natural language processing, artificial intelligence, and big data analytics. As with DigiPen’s other degree programs, students will not only be well-versed in theory – they will apply what they have studied to a series of collaborative projects, developing software applications, intuitive digital interfaces, and more.
“As a professor at DigiPen, I get to guide students into research that is both highly technical and creative. I chose to teach here because of the students: their abilities, their passion, and their dedication. They are constructed from a rare mix of both creativity and logic, and blended with a curiosity that makes teaching immensely rewarding.”

– Dr. Charles Duba
Program Director

New technologies like tablets, smartphones, and motion-controlled gaming systems have led to a paradigm shift in how people interact with computers. DigiPen’s Bachelor of Science in Computer Engineering degree prepares graduates to build the hardware and software interfaces that make this interaction possible.

Students in the BS in Computer Engineering program will gain both the academic knowledge and practical experience necessary to design and implement new hardware technology that will expand the boundaries of what is possible – in video games, consumer electronics, avionics, and beyond.
“The Bachelor of Science in Engineering and Sound Design prepares graduates for the emergent fields of audio programming and digital signal processing. This highly interdisciplinary program addresses the growing demand for complex adaptive soundscapes that support the increasingly sophisticated virtual environments of video games and other digital media.”

– Lawrence Schwedler Program Director

Advances in video game and computer technology have paved the way for increasingly sophisticated breakthroughs in digital audio — from adaptive musical scores to 3D audio and more. The Bachelor of Science in Engineering and Sound Design gives students the necessary knowledge to implement and further develop these complex audio technologies, bringing new levels of realism, technical innovation, and sensory immersion to the games and interactive experiences of tomorrow.

In addition to foundational coursework in mathematics, physics, and computer science, this program places a specialized emphasis on audio programming and digital signal processing. Students will apply their knowledge toward year-long, team-based projects where they design and program their own fully playable games with sophisticated interactive music and sound effects. Along the way, they will also learn fundamental recording techniques and sound design principles through hands-on audio engineering projects.
“It’s a popular misconception that great artists are born with innate talent. DigiPen’s BFA program has proven again and again that ‘talent’ is born out of focus and discipline, process and iteration, passion and sacrifice. There is no easy path to success in the applied arts, where one must be creative on demand and often under stringent deadlines. To prepare students for the realities of this industry, we challenge them to think critically, inspire them to innovate, and above all, demand that they execute.”

– Jazno Francoeur
Program Director

DigiPen Student Animation, Super Secret, Red Herring Productions

Awards:
Seattle International Film Festival
LA International Student Film Festival
Portland Film Festival
Traverse City Film Festival
Tumbleweed Film Festival
Tacoma Film Festival
Columbia Gorge Film Festival
Blue Plum Animation Festival

Watch at: digipen.edu/animations

DIGITAL ART AND ANIMATION

BACHELOR OF FINE ARTS IN

Have you ever dreamed of building an entire world from scratch? From sweeping landscapes to engaging characters, artists have a tremendous amount of influence over how audiences connect with video games, animated films, and movies.

DigiPen’s Bachelor of Fine Arts in Digital Art and Animation produces outstanding artists by giving students a strong foundation in both the traditional fine arts and computer animation techniques.

Rather than focusing on a specific software package, the BFA in Digital Art and Animation program teaches skills that apply to a broad range of technologies and development environments.

Students graduate from the program with a new lens through which to see the world – and the tools to translate their ideas into powerful, affecting imagery.
“No one should underestimate the positive impact that games and other interactive experiences can have on both children and adults, but that impact will only occur if the experience is designed well. Everything must be carefully crafted, with every interaction fitting into a seamless cycle of input, feedback, and understanding. Our job is to first teach design students how to see what is actually happening at each moment of an experience. Once they can see, we can teach them to create.”

– Benjamin Ellinger
Program Director

Interactive design is all around us. It’s what shapes our experience every time we play a game, visit a website, or open an application on a mobile device. But what makes an interaction fun, useful, or engaging? How do we turn a complex system or playing experience into something that a first-time user can navigate with ease and understanding? The Bachelor of Arts in Game Design gives students the theoretical and practical framework to find solutions to these questions while preparing them to take on a range of roles within a professional game or software development studio including game design, level design, and user experience design.

By combining a strong focus on the functional and conceptual aspects of interactive design with foundational coursework in communications, math, and computer science, students learn how to create compelling interactive systems—from sophisticated user interfaces to inventive gameplay mechanics and more.
“The Bachelor of Arts in Music and Sound Design is a unique program that blends music and technology, designed from the ground up for the 21st-century musician. By combining foundational music and audio instruction with DigiPen’s proven method of interdisciplinary collaboration, this program offers a rich and relevant learning experience unlike any other.”

– Lawrence Schwedler
Program Director

What would a simulated urban landscape be without the noise of traffic and the chatter of crowds, or a final showdown with a powerful enemy without a pulse-pounding musical score to go along with it? Sound and music play a critical role in how we experience games, animated films, and other forms of entertainment, making knowledgeable and skilled sound designers essential to a project’s success.

The Bachelor of Arts in Music and Sound Design focuses on the creative aspects of sound design, including music history, composition, theory, and performance. Students who successfully complete this program will be able to create engaging game and film soundtracks by applying music concepts in a real-world studio setting, not just as sound designers, but as effective team members with a broad understanding of the game and animation production processes.
“DigiPen is a unique place with exceptional students. It is a great responsibility and pleasure to work in an environment where I not only teach but also learn from the students. It is hard to say which part I enjoy more.”

– Dr. Dmitri Volper
Program Director

Geared toward professional software developers and candidates with a bachelor’s degree in Computer Science or a related field, the Master of Science in Computer Science allows students to further their understanding of computer science while focusing on its applications in video game and simulation software development. The full-time or part-time MS in Computer Science is the ideal next step for those wishing to deepen their knowledge of the subject and advance their career in the game and simulation industries.

DigiPen MSCS Student Game
Ecliptic 2, Team Snowdrift

Play for free at games.digipen.edu
“DigiPen’s MFA program gives the opportunity for students to find their voice in the digital arts, and to express new ideas through a sustained and personal endeavor. It provides a way to stand above the crowd. The faculty have deep industry experience, and our connections give the students an edge both in the classroom and beyond.”

– Mark Henne
Program Director

Designed for professional artists and candidates with a bachelor’s degree in Fine Arts or a related field, the full-time or part-time Master of Fine Arts in Digital Arts provides a pathway for individuals looking to further develop both their personal skill and artistic voice while bolstering their digital art portfolio. This program’s coursework combines figure drawing, sculpture, and art history with extensive digital production using the 2D and 3D graphics applications most prevalent in the game and animation industries.
“For me, all other things being equal, the DigiPen applicant goes straight to the top of the pile because they’re usually smarter. They’re usually taught better in terms of things that really matter — not just in the game development world, but in the software development world, period.”

— Jeff Strain
Founder, Undead Labs

“Over the years we’ve been in business, we’ve come to believe the best way to learn how to make games is to see how real players react when they’re put in front of real games. To see that process being replicated inside an academic institution was really exciting. Our company today is stronger than it’s ever been, thanks, in part, to our DigiPen graduates.”

— Robin Walker
Developer and Creator of Team Fortress, Valve Software
“It’s exciting to see all of the new student clubs that start up every year, because they really give students an opportunity to explore their interests and creatively in a way that benefits the entire campus community. The clubs also allow students to develop their leadership, networking, and time management skills.”

– Heather Abi-Chahine
Director of Student Life and Retention

DigiPen’s rigorous academic programs are only a part of what attracts students to DigiPen. They are also drawn to DigiPen’s unique culture, which values teamwork, creativity, and above all, passion for games, art, and technology. And while the demands of DigiPen’s curriculum are intense, students have plenty of ways to relax, unwind, and explore new interests, clubs, and campus leadership opportunities.
“The best way to transition to a new place is to get involved in a community, and that’s what DigiPen Housing is all about. Every month our Resident Assistants help organize multiple social events for student residents. We host potlucks, movie nights, LAN parties, scavenger hunts, ‘Resume 101’ workshops, and more. Whether it is fun, relaxing, or educational, we try to make sure there is something for everyone.”

– Sydney Seff
Director of Housing

DigiPen Housing LLC offers apartment-style housing to a limited number of first-year DigiPen students. These residence halls are more than just a place to sleep — they’re living and learning communities that support students as they adapt to DigiPen’s challenging academic environment.

DigiPen Housing LLC apartments offer a number of benefits to first-year students, including:

- Fully furnished rooms
- A lease term of eight months rather than a full year
- Shuttle service between DigiPen residence halls and campus
- A single bill each semester that includes all housing-related expenses
- Staff on call 24 hours a day, seven days a week
- Roommate matching, mediation, and conflict resolution services

For more information, visit: www.digipen.edu/housing
FINANCING YOUR EDUCATION

DigiPen offers numerous ways to finance your education*, including federal and private loans, need-based and non-need-based grants, veteran benefits via the GI bill, and a number of merit- and need-based scholarships specifically for DigiPen students.

Applying For Financial Aid

To apply for financial aid, students must complete the FAFSA (Free Application for Federal Student Aid), as well as separate applications for any scholarships that require them. Although DigiPen processes student financial aid year-round, the following timeline is useful for students who wish to get a head start on the financial aid process:

- **Jan. 1** - The FAFSA becomes available at fafsa.ed.gov.
- **Feb. 1** - DigiPen encourages new applicants to apply by this date but will continue to accept qualified applicants until all programs have reached maximum enrollment.
- **April 1** - Main Scholarship Deadline: Most available scholarship funding will be awarded to students who apply before this deadline.
- **April 15** - To ensure their financial aid is processed by the start of the Fall semester, students should complete the FAFSA by this date.
- **July 1** - President’s Graduate Fellowship Scholarships Deadline: This is the final deadline for graduate scholarship consideration.

Scholarships

Examples include, but are not limited to:

- **The DigiPen Presidential Merit Scholarship**
  DigiPen Institute of Technology awards a number of scholarships each year to students who exhibit exceptionally strong academic performance, artistic talent, and/or other meritorious achievements. All DigiPen applicants are automatically considered for a Presidential Merit scholarship.

- **Bridge Scholarship**
  DigiPen offers a limited number of scholarships to incoming students who demonstrate considerable financial need. To be considered, students must complete a FAFSA (www.fafsa.ed.gov) in addition to the scholarship application.

- **DigiPen Scholarships for Continuing Students**
  Continuing students who demonstrate financial need and academic success can apply for DigiPen’s continuing student scholarships. These scholarships are awarded to sophomores, juniors, and seniors who have demonstrated leadership skills through active participation in campus activities and are making satisfactory academic progress toward their degrees.

For a complete list of DigiPen’s institutional scholarships, visit: www.digipen.edu/scholarships

Contact Us

DigiPen’s Financial Aid Office is committed to helping you pay for your education by fully utilizing the federal, state, and private funding resources available to you. Our Financial Aid department is available to answer your questions and assist you with the application process.

Phone: (425) 629-5002
Email: financialaid@digipen.edu
Fax: (425) 558-0378

*Financial aid is available to those who qualify.

**FINANCIAL AID AND SCHOLARSHIPS**
APPLYING TO DIGIPEN

DigiPen works on a rolling admissions basis, meaning DigiPen accepts and examines applications as they are sent in throughout the year. Candidates typically receive a decision within three to four weeks of completing their applications. The following chart shows admissions requirements for each degree program. For more information and to begin the application process, visit: www.digipen.edu/admissions

### ACADEMIC HISTORY

- Official HS Transcripts
- Official College Transcripts
- Pre-Calculus
- ACT/SAT
- General GRE
- DigiPen Computer Science Test
- GRE CS Subject Test* (Required for some)

### APPLICATION ESSAYS

- Reasons for Applying Essay
- Statement of Purpose

### PROGRAM-SPECIFIC SKILLS

- Art Portfolio
- Performance Portfolio

### ADDITIONAL MATERIALS

- 2 Recommendation Letters

*The CS GRE was discontinued in April 2013, but exam results are good for five years. If you have already taken the CS GRE, we will accept those scores. Otherwise, MSCS applicants with bachelor’s degrees in a topic other than computer science or computer engineering must take the DigiPen Computer Science Exam.

For more information and to begin the application process, visit: www.digipen.edu/admissions
DigiPen’s ProjectFun youth programs engage students in the arts and sciences by immersing them in the tools and techniques of today’s high-tech careers. Options include:

- **Pre-College Program** - An intensive four-week summer program for academically advanced high school juniors, seniors, and recent graduates interested in learning the fundamentals of game programming, game design, game art, computer engineering, or music and sound design in a hands-on production environment.

- **Scholars Program** - A two-week summer academic program introducing students in grades 8-12 to the fundamental theories and disciplines at the heart of the fine arts or computer science.

- **Teen Summer Workshops** - Two-week summer workshops for students in grades 8-12 exploring a range of game development, fine art, multimedia, or engineering topics.

- **Online Programs** - Online courses in topics related to game programming, animation, and more.

For more information, visit: projectfun.digipen.edu

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**NOT A HIGH SCHOOL SENIOR YET?**

**COME CHECK OUT DIGIPEN’S YOUTH PROGRAMS!**

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For more information, visit: projectfun.digipen.edu

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"DigiPen’s summer workshops are a great learning experience. They balance hard work with great fun. I would recommend them to anyone."

— Hadi A.
Summer Workshop Student

"My son has attended DigiPen workshops for the last six summers. Each year, he has left more and more interested in the school and the programs ... DigiPen must be doing it right."

— Katerina K.
Parent
FIND OUT IF DIGIPEN IS RIGHT FOR YOU

Visit our website at www.digipen.edu to request an information package. You can also speak with a representative from our Admissions team directly by emailing outreach@digipen.edu or calling (425) 629-5001.