Game Design

35 Alumni
Gears Of War 4
Game Design
Sound Design for Visual Media
3D Animation + Visual Effects
Classical Animation
Foundation Visual Art + Design

14 Alumni
Dead Rising 4
Acting for Film + Television
Game Design
Sound Design for Visual Media
3D Animation + Visual Effects
Classical Animation
Foundation Visual Art + Design
Writing for Film, Television + Games

21 Alumni
Mass Effect: Andromeda
Game Design
3D Animation + Visual Effects
Sound Design for Visual Media
Foundation Visual Art + Design
Classical Animation

9 Alumni
FIFA 18
Game Design
3D Animation + Visual Effects
Sound Design for Visual Media

15 Alumni
Halo 5: Guardians
Game Design
3D Animation + Visual Effects
Sound Design for Visual Media
Foundation Visual Arts + Design

18 Alumni
Marvel Contest of Champions
Game Design
Digital Design
3D Animation + Visual Effects
Classical Animation

5 Alumni
Overwatch
Game Design
Acting for Film + Television
3D Animation + Visual Effects

VFS VANCOUVER FILM SCHOOL

GAME DESIGN

Learn more about the program:
vfs.edu/game

Connect with a VFS Advisor:
vfs.edu/startnow

For admission requirements go to:
vfs.edu/portfolios

▶ **Check us out on YouTube!**
Visit the VFS YouTube channel and take a look at student projects, alumni interviews, and more!
youtube.com/vancouverfilmschool

f **Vancouver Film School**

◎ **vancouverfilmschool**

🐦 **@vfs**

in **vancouverfilmschool**

VFS has more than **$500,000 CAD in scholarships available!** We're searching worldwide for the most creative candidates, traveling across countries and continents. We're looking for your talent, your passion, and your drive.

Learn More:
vfs.edu/scholarships/thesearch

Vancouver Film School
#1 School Film + Media
straight

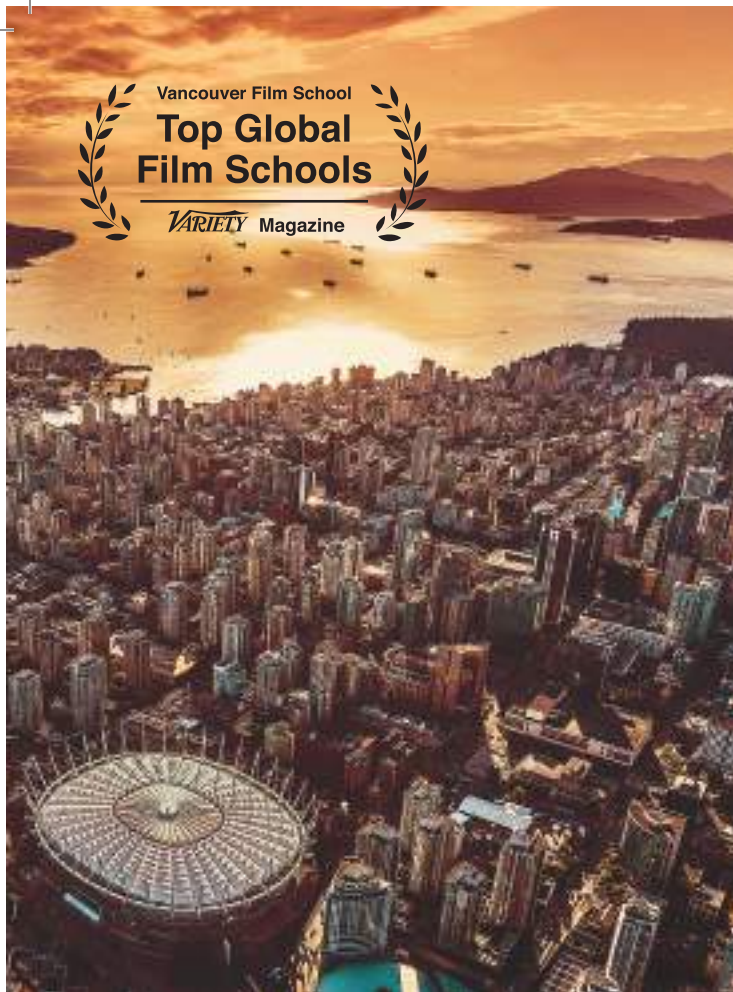Vancouver Film School
#1 Alumni Network
CAMPUS RANKINGS

Don't Play with Your Future

We get you career-ready for the gaming industry in just one year.

The global video game industry is outpacing the movie and music industries, combined! But, if gaming is your passion, you need more than just training in level design and coding to break into the industry.

VFS VANCOUVER FILM SCHOOL

Zeta Busters
First Place
ENTERTAINMENT SOFTWARE

One-Year Program

Time is one of today's most precious commodities. So, you don't want to spend 2 – 4 years studying for your career, when VFS can better train and prepare you in just 12 months. Our production-focused curriculum delivers a truly hands-on education that gives you the crucial experience needed to break into the industry.

Industry Integration

VFS doesn't just teach you about the industry, it IS the industry. With veteran instructors and mentors recruited straight from the top studios in the professional world, we are able to constantly update our curriculum to keep up with an ever-evolving industry. So, students gain real-world experience even before their first day on the job.

Alumni Network + Success

Every year, VFS alumni help generate billions in global box office and sales of film, television & gaming franchises. In fact, our grads are some of the most sought-after professionals in the entertainment and creative media arts industries. And, after 30 years of training the globe's top creatives, VFS connects you to this 25,000-strong alumni network of film, TV, video game and design talents.

Industry Performance Capture Partnership

This state-of-the-art venue is the result of a ground-breaking partnership between a commercial performance capture studio and Vancouver Film School, who are collaborating with Game Design, Programming, Acting, and 3D Animation + Visual Effects students on advanced industry training and commercial opportunities.

Program Highlights

Term 01
Establish fundamental skills in game theory, pre-production techniques, and storytelling.

Term 02
Build on your game design foundation and start to work effectively in teams. Create your own playable 2D game in Unity.

Term 03
Shift from theoretical to practical with hands-on work on detailed design documentation and front-end interfaces, and begin specializing in coding, game art or level design.

Term 04
The core part of this term is dedicated to designing and planning a major team-based final project.

Term 05
Conceive, plan, and execute a final project that delivers a rewarding interactive experience.

Term 06
Engage with ongoing play-testing and complete your final project before unveiling your work to the industry.

Specializations

Students combine the programs focus on production with two of three specializations below, to develop a professional-quality online portfolio that demonstrates a thorough understanding of game design.

Coding I Game Art I Level Design

World-Class Facilities

Located in the heart of beautiful downtown Vancouver, B.C., our eight state-of-the-art campuses offer lots of workshop and production spaces, green screen room, film sets, studios, screening rooms, theatres, and 24/7 access to computer labs with industry-standard software.

VFS Game Design Advisory Board

UBISOFT
Clint Hocking
Creative Director, *Ubisoft*

CAPCOM
Dusit Eakkachaichanvet
Software Engineer, *Capcom*

EA
Scott Morin
Lead Level Design, *EA*

EP Daily
Victor Lucas
Co-Creator/Host, *EP Daily*

BLIZZARD
Josh Mosquiera
Game Director, *Blizzard Entertainment*

Microsoft game studios
David Seymour
Studio Manager, *Microsoft Game Studios*