THREE WAYS SMU GUILDHALL PREPARES YOU TO BE A GAME CHANGER

SMU | GUILDHALL
GAME DEVELOPMENT EDUCATION

SMU Guildhall seeks to admit students with a strong academic background, a passion for games, and the potential to become professionals and future leaders in the video game development industry. See how you can become the next big game changer!

1. Develop a professional portfolio

You'll work in cross-disciplinary teams to create at least three commercial quality 2D and 3D games in the style and pace of the industry, developing for multiple platforms using today's best game engines. This portfolio makes you extremely competitive as soon as you graduate.

2. Access to the big players in the industry

Faculty who are experienced veterans in the industry. They have worked on more than 300 professional games, which include: Angry Birds, Borderlands, Call of Duty, Doom, Fallout, FIFA, Guitar Hero, Halo, Rainbow Six, Star Wars, Ultima, Walking Dead, and more.

Industry partnerships – be near over 50 game studios, app developers and digital technology companies, as well as more than 180 game development and production companies.

3. Specializations in all four cornerstones of game development

Art – create worlds, characters, and assets across the wide spectrum of 2D and 3D game art.

Design – use scripting and art to bring art and code to life by creating worlds, crafting gameplay, and defining player flow.

Production – develop games by building content, leading teams, conducting usability studies, publishing student games and more.

Programming – write code to integrate the work of artists and designers and bring characters and environments to life.

SMU Guildhall has been unlocking achievements for nearly 20 years and we'd love to help you pursue your passion and accomplish your goals. We even get you started as soon as you're enrolled by giving you a laptop and tablet! If you have any questions, please send us an email, we'll be happy to help!