

INTRODUCTION

A Game Programmer is a software engineer, programmer, or computer scientist who primarily develops codebases for video games, Mobile games or related software, such as game development tools.

Game programming has many specialized disciplines all of which fall under the umbrella term of "game programmer"

For Example:

- Game Developer
- Game Designer
- Game Programmer
- Game Tester

TOP COLLEGES

- **Srishti institute of art, design & technology, Bangalore**
Course: Bachelor of Creative Arts in (Digital Media Arts)
Specialisation: Game Design and Development
Eligibility: 10 +2 any stream
Admission mode: SEAT+ Review Portfolio work + Interview
- **Maya Academy Of Advance Cinematics (Maac)**
Course- Game designing, Graphic designing and multimedia
Eligibility- 10+2 + Basic knowledge of Computers
Selection criteria- Aptitude test & Personal interview

➤ **IIFA Multimedia, Bangalore**

Course:

- B.Sc in Game Designing & Development
- B.Voc in Game Designing

Eligibility: 12th/PUC(From any recognized board)

Admission Mode: Walk-In and Online Registration

➤ **The Indian Institute of Digital Art & Animation | Kolkata**

Course: BA CREATIVE MULTIMEDIA TECHNOLOGY - SPECIALIZATION IN GAME DESIGNING

Eligibility: 10 + 2 | PUC [Any Stream]

Admission Mode: Direct Apply to the college Admission Office

➤ **Backstage Pass Institute of Gaming and Technology, Hyderabad**

Course: Bachelor's in Computer Science & Game Development

Duration: 4 Year

Eligibility: 10+2 (MATHS AND PHYSICS) OR EQUIVALENT EDUCATION

➤ **Backstage Pass Institute of Gaming and Technology, Hyderabad**

Course:

- Game Art & Game Design
- Augmented Reality & Virtual Reality.

Eligibility: All students who have passed 10+2 or equivalent are eligible to apply

➤ **MIT Institute of Design, Pune**

Course: Game Design (B.Des)

Eligibility: 10+2 from any stream. (HSC, CBSE, ICSE, IB)

Admission Mode: DAT (Design Aptitude Test)

Job Prospects

- **Game Developer** - Game developer is the specialised software developer and their major task is to create and design the plan of the game which includes the theme, missions, the rules and the game play.
- **Game Designers** - Game designers also known as Content creators are individuals responsible for the playability and fun factor of the game. They take care of the art side of the game and designs the various levels, characters and user interface (UI) elements of the game.
- **Game Artists** - Game artists are those who create the virtual reality elements of the game and make games come to life visually. According to different styles, techniques and areas of specialisations, the artists in the game industry can be classified as concept artist, 2D/ 3D artists, modelers, character animators, texture artists etc.
- **Game Programmers** - Game Programmers are the software/ computer engineers or programmers who are concerned with the programming aspects of the game. It is the game programmers who design and develop the code for working the video games and they work with the design team to implement its vision for the final product.
- **Network Programmer** -Network programmers develop codes that allows players to interact and play with other players in different locations through the Internet or a LAN. It is one of the most technically challenging type of programming in the game industry.



- **Game/ Script Writers** - These are the people responsible for the documentation and instructions that accompany the game. Script writers create the story the game is based upon, and write dialogue for the characters..
- **Audio/ Sound Engineers** - The audio/ sound engineering department of the game industry is responsible for the overall acoustics, ambience, sound effects and audibility of a game.
- **Game Testers** - Also known as quality assurance tester, game testers are in charge of quality assurance, finding mistakes, bugs and other problems in the game. To ensure excellent user experience, game testers test through the paces of the game while still in development and when completed.
- **Game Management** - The management department of the game industry is similar to the other production departments which include game producers, art director, technical directors, development directors, project managers etc. The game producer is responsible to ensure that the game is done on time and on budget, and he/she should be aware of everyone's task.

Disclaimer: The information provided here is best to our knowledge. It is highly recommended that you should cross-check the source of information through the specific Colleges and Institutes. WonderSkool (WS Education Pvt Ltd) is in no way responsible for the decisions made solely on the basis of this document.

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