

## 1.CONCEPT

The concept is the IDEA needed to begin something whether it be a game or video game career. It is the starting point. Most careers in the game industry require an education. The following are a list of schools in Alberta offering courses that translate into the game industry.

### Alberta College of Art and Design

1407-14 Ave NW  
Calgary, Alberta  
403.284.7600

The Alberta College of Art & Design is located in Calgary on the North Hill overlooking the Bow River and the downtown skyline, in a 245,000 square foot building that was designed in 1973 specifically as an art college. ACAD's close proximity to downtown, via light rail transit, is a distinct advantage to our students, providing them with easy access to Calgary's galleries, museums and cultural events. ACAD is committed to a solid studio-based experience for students in fine art, design and new media - an experience balanced with relevant, complementary liberal studies and practical theory. The result is a rigorous studio program, which produces innovative thinkers, creative problem solvers, and visually talented students. ACAD creates a learning environment rich in character and extensive in quantity, quality and professional capability for its student body of artistic thinkers. ACAD studios are extremely spacious and classes are small, allowing for regular one-on-one interaction. Faculty and space-per-student ratios are among the best in the country. Within this environment, students receive the techniques, tools, intellectual stimulation and encouragement to discover and develop their own personal voice and passion.



<http://www.acad.ab.ca>

### Banff New Media Institute (BNMI)

The Banff Centre  
Box 1020, Station 40  
Banff, Alberta T1L 1H5  
403.762.6652

Founded in 1995, the Banff New Media Institute acts as an international catalyst for convergence, innovation and collaborative research in new media. Fundamental to BNMI is the belief that all forms of technology are designed, and that the creative sector, art and cultural industries, in collaboration with science, social science and humanists have a critical role in developing technologies that work for human good. Hence, we explore human centered interface design, bringing together advanced visualization research, the development of collaborative tools and environments and true cross-disciplinary investigation. We feel it is imperative, at this junction in the evolution of networks, interfaces and their use, to focus on the human experience of technology. These applications are far-reaching, with effects



<http://www.banffcentre.ca/bnmi>

in art, entertainment, learning and health.

### **Grande Prairie Regional College**

10726 106 Avenue  
Grande Prairie, Alberta  
T8V 4C4  
780-539-2911

The Computer Systems Technology program will integrate extensive software development skills with hardware skills. The program has recently undergone dramatic changes. Current areas of emphasis include: computer graphics and image processing, digital hardware, data communications and networking. Training will be on IBM PC-compatible personal computers running on software platforms such as Windows 95, UNIX and Windows NT. Hardware facilities include dedicated circuit design and robotics lab, data communications/networking lab, as well as six general access computer labs. You have a choice of a two-semester certificate or a four-semester diploma program. As a graduate of the two year diploma at Grande Prairie Regional College, you are qualified for positions in software development including hardware and networking components; game programming; database applications; PC support; networking specialist, financial systems development, etc. Typically, graduates work as programmer/analysts and network administrators.



<http://www.gprc.ab.ca>

### **Sprott-Shaw Community College**

200 - 7015 Macleod Tr SW  
Calgary, AB T2H 2K6  
403.255.5570

#### **AND**

908-10025 106th Street NW  
Edmonton, AB T5J 1G4  
780-428-5995

Students learn in a creative open learning environment, designed to emulate a studio/production environment. The traditional drawing semester utilizes light tables, AXA pencil test systems, life drawing, and traditional classroom resources, including white boards and television presentations. The second semester, or digital animation semester, utilizes Windows XP stations, operating state of the art Maya 3D Software. The animation department also uses Photoshop for texturing, and After Effects for digital editing and composition.



<http://www.sprottshaw.com>

### **University of Calgary**

#### **Faculty of Science – Department of Computer Science**

2500 University Drive NW  
Calgary, Alberta T2N 1N4  
403.220.6015

Computer Science with a Concentration in Game Design  
(PhD, MSc, BSc and BA/BGA, 4 Years)  
Regarded as one of the top Computer Science Departments



DEPARTMENT OF  
COMPUTER SCIENCE



<http://www.cpsc.ucalgary.ca>

in Canada and North America, with leading Graphics, Animation, Vision and HCI groups. The University of Calgary is known world wide for its leading edge research and is the only degree granting institution in Canada to offer a full BSc degree in Computer Science with concentration in COMPUTER GAMES DESIGN. Other degree concentrations include Software Engineering, Embedded Systems, Scientific Computation and Theory of Computation. The Computer Science Department also offers an extensive graduate program with both MSc and PhD options.