

DIPLOMA PROGRAM IN **GAME DESIGN AND DEVELOPMENT**

Program Code:
2275931

Course Duration:
1 Year

Course Fees:
Rs. 25,000/- & \$450
For Indian and International Candidates



PARUL UNIVERSITY

Parul University is an intellectual and a creative quest for all its stakeholders viz. Indian and International Students, Parents, Alumni, Faculties, Industry & Academic partners as well as society at large. We believe in proliferating our efforts towards quality education and environment. Every year we advance our targets to make headway to our scholarly endeavors.

Our University brings to everyone the best of all worlds. Be it its ethics, global exposure, contemporary educational practices, innovation and growth, PU outshines in all of these. We aim to make successful academic pursuits through entrepreneurship, research, modernization and partnerships with educationally inclined organizations, thus enhancing our position as the finest education destination.

We have been pioneers in accepting various interdisciplinary programs and have included them to our ideal and promising higher education curriculum. Starting with this decade it's our collective effort to empower more youth towards the pursuit to continuously learn, enhance skills, generate better employment opportunities and become competent entrepreneurs. For this very purpose, we are initiating a plurality of short term courses.

CENTRE FOR CONTINUING EDUCATION & ONLINE LEARNING

In this present day world, each year creates a generation gap which leads to change in the demand of job skills by the employers. Parul University has embarked on filling this gap by enlightening students and working professionals with the most updated skill based education and to transform them into adept industry professionals and talented entrepreneurs.

Parul University is introducing multiple programs under Centre for Continuing Education & Online Learning which are developed as per industry requirements and in compliance with the changing market needs.

DUAL DEGREE PROGRAM - LETS YOU EARN TWO CREDENTIALS IN DISTINCT DOMAINS

With the ever increasing knowledge and skills in today's competitive world, Parul University's Dual Degree opportunities allow you to pursue two degrees at the same time. Pursuing dual degrees will provide you with the most competitive advantage, and will give you diverse knowledge in multiple fields and disciplines. Undergraduate and Postgraduate students can undergo two degree programs in distinct fields. All programs offered by Parul University under Dual Degree are designed in line with NEP 2020 and guidelines suggested by University Grants Commission (UGC).

Surprising Benefits of Graduating with a Dual Degree

- Enhancing Employability and Entrepreneurship Skills
- Increase in Knowledge Base
- Diverse Career Options
- Enhancement of Multi-disciplinary Talent
- Saving of Time and Money

PREAMBLE

The Game Design and Development course is a dynamic program that blends creativity and technology to prepare candidates for the thriving gaming industry. It covers essential topics like programming, game mechanics, 2D and 3D graphics, and the use of advanced game engines such as Unity and Unreal. Beyond entertainment, the skills learned have versatile applications in education, healthcare, and simulation training. Candidates develop critical problem-solving abilities, teamwork skills, and a professional portfolio to showcase their projects. The course also emphasizes innovation in areas like Virtual Reality (VR) and Augmented Reality (AR). Graduates are equipped for lucrative careers or entrepreneurship, creating and publishing their own games. This program offers a platform for creative expression and global networking in a fast-evolving industry.

Program Name: Diploma Program in Game Design and Development

Program Type: Diploma

Program Duration: 1 Year

For Whom: Individuals with 10+2 education or relevant education

Program Fees: The program fee is Rs. 25,000/- for Indian Candidates and \$450 for International Candidates

PROGRAM HIGHLIGHTS

- Case Study-Based Learning covering core game design and development subjects.
- Hands-On Learning of key tools, Unity, Game engines, VR, and AR.
- Project Work focused on real-world applications in game design.
- Interactive Workshops and Seminars with industry experts on the latest gaming trends.
- Portfolio Development through creating multiple game prototypes for showcasing skills.

CAREER OPPORTUNITIES

A candidate by undergoing this program shall have the following career opportunities:

On successful completion of the program the candidates can either get employed or become a self-employed Entrepreneur in the following fields:

- Game Developer
- Game Designer
- 3D Artist/Animator
- UI/UX Designer
- Game Analyst

PROGRAM OBJECTIVES AND OUTCOMES

Program Objectives	Program Outcomes
Recall foundational concepts of programming, game mechanics, and design principles.	Define key elements needed to create functional and engaging games for various platforms.
Recognize the use of advanced game engines like Unity and Unreal effectively.	Explain the application of industry-standard tools and technologies in game development.
Apply creative thinking and problem-solving skills in game design challenges.	Interpret needs for variety of game projects to build a professional portfolio.
Analyze the potential of emerging technologies like VR and AR in game development.	Differentiate modern technologies to create immersive gaming experiences.
Evaluate teamwork and project management strategies for collaborative game development.	Support multidisciplinary team skills to deliver complete game projects successfully.
Create career paths or entrepreneurial ventures in the gaming industry.	Develop independent game projects or pursue professional roles in the game industry.

COURSE CURRICULUM:

Semester – I					
Sr. No.	Subject Name	Teaching Scheme (Contact hrs/week)			Credit Assigned
		Theory	Practical/Tutorial	Total	
1	Principles of Animation	3	2	5	4
2	Programming for Game Development	3	2	5	4
3	UI/UX Design for Games	3	2	5	4
4	Unity for Game Development -I	3	2	5	4
5	Project- I	0	8	8	4
			TOTAL		20

Semester – II					
Sr. No.	Subject Name	Teaching Scheme (Contact hrs/week)			Credit Assigned
		Theory	Practical/Tutorial	Total	
1	Game Engine Fundamentals	3	2	5	4
2	Game Audio Foundations	3	2	5	4
3	Mobile Game Art & Design	3	2	5	4
4	Unity for Game Development -II	3	2	5	4
5	Project- II	0	8	8	4
TOTAL					20