Game Development is a highly rewarding and challenging field that utilizes every aspect of Computer Science. It brings together scientists, artists, and engineers to produce multi-million-dollar media projects with applications in entertainment, training, therapy, and education. Whether you are interested in game development as a career or simply as a hobby, this concentration motivates students to complete a Bachelor of Science (B.S.) degree in Computer Science by focusing on fun and engaging projects.

**Accreditations**

*Computing Accreditation Commission of ABET*
ABET is the recognized U.S. accreditor of college and university programs in applied science, computing, engineering, and technology.

---

**Game Dev Facilities**

The CS department offers many resources dedicated to Game Dev

**IGDA Student Chapter**

The International Game Developers Association is the world’s premier professional organization for people who design and create games. Join your fellow students to learn about game dev tools and work on personal or group projects.

**Narrative Intelligence Lab**

Prof. Ware’s lab studies how artificial intelligence techniques can be used to create and adapt stories automatically for games, training simulations, and tutoring systems. NIL offers a variety of graduate and undergraduate research opportunities.

**NOLA Game Dev Meet up**

New Orleans is home to an active community of professional and hobbyist developers that meet once a month to network and discuss a wide range of topics including design, production, funding, and marketing.

---

**Employment Opportunities and Internships**

Thanks to Louisiana’s Digital Interactive Media & Software Development Tax Incentives, many high-tech companies are rapidly moving to this area, including several major game development studios. New Orleans and the surrounding area is now home to Turbosquid, Gameloft, InXile Entertainment, High Voltage Software, Electronic Arts, Pixel Dash, and a number of vibrant independent studios. These companies all want to hire local talent, so get your résumé ready and apply for an internship or full time position!

---

**Research Opportunities and Assistantships**

Students in the Narrative Intelligence Lab (NIL) use artificial intelligence techniques to construct and adapt stories automatically based on studies of human perception. Many interactive virtual environments, like video games, training simulations, and tutoring systems, need to modify their stories based on the user’s interactions to make the experience more enjoyable, effective, and educational. NIL offers a variety of research opportunities for undergraduate, M.S., and Ph.D. level students. Learn more at nil.cs.uno.edu

---

**COMPUTER SCIENCE DEPARTMENT**

504-280-6594 | cs.uno.edu | csci@uno.edu
308 Math Building | 2000 Lakeshore Dr.
New Orleans, LA 70148

---

**THE UNIVERSITY of NEW ORLEANS**
Game Development

Concentration in Computer Science
Game Development is a concentration within Computer Science. Students enrolled within this concentration not only learn all of the necessary for a general Computer Science degree but also specialize in the following topics.

Fundamentals of Game Development
Fundamentals of Game Development is the first class in the concentration, which can be taken as early as sophomore year. It focuses on the history of video games, principles of game design, the games industry, and development topics like game engines, physics, and artificial intelligence.

Topics in Mobile Application Development
Mobile Application Development challenges students to pair off into teams and create applications for mobile platforms including Android and iOS. Students learn to use the SDK and API necessary to build fully functional game-related apps.

Principles of Computer Graphics
Principles of Computer Graphics introduces the mathematics, algorithms, and hardware responsible for producing modern 3D graphics. Students use OpenGL to learn about vectors, shapes, drawing, clipping, shading, lighting, and other graphical concepts.

Advanced Game Development
This is the final capstone course where Computer Science students come together with artists to perform the various roles in a game development studio and produce a game from start to finish. This class allows students to apply what they have learned and start building a game development portfolio.

Game Dev Concentration Objectives
If you choose the Game Development Concentration, you will complete a full bachelor’s degree in Computer Science, which unlocks many highly competitive career paths in and outside of game development. A concentration is earned by taking electives that focus your studies on game development skills like design, physics, graphics, AI, and teamwork. At the end of the concentration, students come together in a capstone class to produce a full game from start to finish. Students will learn to use popular technologies such as: OpenGL, Unity, Unreal Engine, Torque 2d/3d, GameMaker Studio, Twine, Inform, Adventure Game Studio, Android, iOS, and HTML5.

THE UNIVERSITY of NEW ORLEANS
GAME DEVELOPMENT COORDINATOR
Professor Stephen G. Ware Ph.D. | 504-280-6594 | sgware@uno.edu
Mathematics Building | Room 337
2000 Lakeshore Dr. | New Orleans, LA 70148

Learn more games.cs.uno.edu