



As the first school in the world to offer a bachelor's degree in video game development, DigiPen Institute of Technology has advanced the game industry for close to 30 years by helping students become skilled engineers, artists, and designers.

ABOUT DIGIPEN

Located in Redmond, Washington, DigiPen offers undergraduate and graduate degrees in subjects relating to:

- **Game design and development**
- **Computer science and engineering**
- **Digital art and animation**
- **Music and sound design**

DigiPen alumni have proven to be among the most sought-after employees in the games industry and beyond. In addition to being credited on well over 1,000 popular game titles over the last 20 years, they continue to advance the boundaries of what technology can accomplish.

ACADEMIC APPROACH

Beginning with a strong focus on foundational theory, each program at DigiPen challenges students to apply what they learn in the classroom toward intensive, sometimes year-long projects. Whether working on games, animations, or computer hardware devices, students put their knowledge into practice in a results-driven studio environment where they quickly learn the value of teamwork and communications. By working alongside their peers from other degree programs, students begin to think beyond the boundaries of their individual areas of study and to "speak the language" of the other disciplines.

SELECTED AWARDS AND ACHIEVEMENTS

- DigiPen students have won 53 awards at the annual Independent Games Festival, more than any other school in the world.
- Business Insider ranked DigiPen as the #1 most popular U.S. college to major in computer science.
- DigiPen has been ranked among the Princeton Review's top four game design schools in North America since 2010, ranking #4 for undergraduate schools in 2016.
- The student short film *Adija* won the 2016 CINE Golden Eagle Award for Student Animation, along with 14 other film festival selections and awards.
- In 2015, DigiPen students won the E3 College Game Competition for their colorful, team-based shooter *RumbleTV*. DigiPen was named a finalist again in 2016 for the student game *Somnus*.
- In 2014, the DigiPen student game *Sunder* won the Audience Choice award at IndieCade.
- In 2013, the Economic Development Council of Seattle and King County honored DigiPen Founder and President Claude Comair as one of the region's Economic Development Champions at its 41st Annual Economic Forecast Conference, crediting DigiPen for its significant contributions to the development of the regional economy.
- In 2010, the student developers of the game *GEAR* won the \$100,000 Grand Prize in the Indie Game Challenge non-professional category.
- In 2008, DigiPen Corporation was awarded Boeing's "2008 Supplier of the Year – Technology Category" for software that DigiPen developed for Boeing.
- In 2006, the independent research group enterpriseSeattle named DigiPen as one of three major contributing factors (alongside Microsoft and Nintendo) to the exponential growth of the game industry from 2002 to 2006.

QUICK FACTS (AS OF FALL 2016)

1,084
STUDENT
POPULATION

1:11
FACULTY-TO-
STUDENT RATIO

23%
OF STUDENTS
ARE WOMEN

13%
OF STUDENTS ARE
INTERNATIONAL STUDENTS

DIGIPEN HAS CAMPUSES
IN THE UNITED STATES,
SINGAPORE, AND SPAIN.

TIMELINE

- 1988** Mr. Claude Comair founds DigiPen Corp. as a computer simulation and animation company in Vancouver, Canada.
- 1990** DigiPen begins a training program in 3D animation and begins working with Nintendo of America to establish a video game programming certification program in Canada.
- 1993** DigiPen expands its educational programs by establishing an applied computer graphics school.
- 1996** DigiPen Institute of Technology is authorized to offer its first four-year degree, the Bachelor of Science in Computer Science in Real-Time Interactive Simulation.
- 1998** DigiPen relocates to the United States and opens its campus in Redmond, Washington, located right next door to Nintendo of America headquarters.
- 2000** A total of 13 students from the first graduating class of DigiPen Institute of Technology receive their degrees.
- 2005** Valve hires the entire student team that worked on the senior game project *Narbacular Drop* after representatives from Valve attend the DigiPen Career Fair on campus.
- 2007** The game *Portal*, developed by the same students who made *Narbacular Drop*, releases to the public and immediately garners worldwide acclaim.
- 2008** DigiPen opens its first international campus in Singapore at the invitation of the Singaporean government.
- 2010** DigiPen moves to a larger campus in Redmond.
- 2011** DigiPen opens its first European campus in Bilbao, Spain.
- 2015** DigiPen Institute of Technology Singapore announces the launch of DigiPen Game Studios, a new venture aimed at helping indie developers in Southeast Asia.

ALUMNI SUCCESS HIGHLIGHTS

One Graduate's Path to Square Enix and *Final Fantasy XV*

When *Final Fantasy XV* was first announced in 2006 (under a different name), Mike Susetyo was a freshman at DigiPen. A decade later, he was a part of the team at Japanese developer Square Enix that finished and shipped the game to worldwide acclaim. How did he land the opportunity to work at one of his favorite game companies? According to Mike, it was a combination of solid networking, good timing, and his DigiPen education.

Alumni Contribute to Bungie's *Destiny*

In 2014, Bellevue-based studio Bungie (creators of the Halo series) launched *Destiny*, which quickly became one of the most successful new game franchise debuts of all time. More than 25 DigiPen graduates — including software developers, artists, and animators — had a hand in bringing the game's epic, sci-fi universe to life.

Student Teams Hired by Valve to Create *Portal* and *Portal 2*

Seven DigiPen students landed the opportunity of a lifetime when Valve Corporation hired their entire team to turn their DigiPen senior game, *Narbacular Drop*, into a professional title. Their game became *Portal*, and went on to win "Game of the Year" at the 2008 Game Developer's Conference. Just a few years later, Valve hired another DigiPen team — this time to work on *Portal 2* — after seeing their student game, *TAG: The Power of Paint*.

More than 300 companies have hired DigiPen alumni, including tech giants like Microsoft, Amazon, and Nintendo. Read more alumni success stories at: news.digipen.edu

ONE DIGIPEN, MANY MISSIONS

In addition to its undergraduate and graduate degree programs, DigiPen offers other services, including K-12 educational programs in STEM subjects. DigiPen also has an internal Research & Development group that partners with global industry clients, such as Boeing and Andretti Autosport, on a range of technology and software development projects.

CONTACT US

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