



For more than 30 years, we've been igniting passion and launching careers in computer science, interactive media, and video game development — preparing students for the kind of lifelong work that challenges the mind and excites the imagination.

ABOUT DIGIPEN

Located in Redmond, Washington, with campuses in Singapore and Bilbao, Spain, 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 video game titles over the last 20 years, they continue to advance the boundaries of what technology can accomplish.

ACADEMIC APPROACH

Our educational philosophy is simple but effective. Build knowledge first, and then apply it to real-world projects and assignments where students decide what to create. Our programs immerse students in a studio-like environment where they learn to test and refine new ideas, collaborate with students from other disciplines, and gain a level of hard-earned experience that's simply unmatched by other college programs. By the time they graduate, they'll have a deep understanding of their chosen field and a portfolio of work that will make them stand out.

COMMUNITY AND VALUES

Our Community

DigiPen is a vibrant community of inspired people who share a passion for computer technology, games, art, and innovation. Together, we thrive on teamwork, creativity, and a spirit of learning — both in and out of the classroom. Our Redmond, Washington, campus brings together students and faculty from across the United States and nearly 50 countries around the world. We are proud to foster a diverse population that is welcoming and supportive to people of all backgrounds.

Our Values

These are just a few of the educational values that define both who we are and what we do.

Immersion

We believe in the power of learning by doing. We engage students in applied, project-based learning with collaborative in-studio experiences starting in year one.

Inspiration

Our experienced faculty and passionate students motivate and encourage one another to challenge what's possible, explore the limits of technology, and strive for personal excellence.

Readiness

Our programs result in career-ready graduates. Top companies in technology and gaming recognize DigiPen as an incubator of talent that produces creative and capable employees who thrive in team environments, know how to navigate challenges, and solve problems.

Community

Our team-based approach to project learning, combined with a welcoming and inclusive campus culture, fosters a supportive environment for passionate students to share ideas, motivate one another, and bring their visions to life.

QUICK FACTS (AS OF FALL 2018)

1,102
STUDENT
POPULATION

1:11
FACULTY-TO-
STUDENT RATIO

23%
OF STUDENTS
ARE WOMEN

14%
OF STUDENTS ARE
INTERNATIONAL STUDENTS

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

TIMELINE

- 1988** 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 graduates 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.
- 2018** DigiPen launches a BS in Computer Science in Machine learning degree and DigiPen celebrates its 30th Anniversary.

ALUMNI SUCCESS HIGHLIGHTS

Creating Wearable AR Technology for Industry

When you think “augmented reality,” you probably think games such as Pokémon Go. DigiPen graduate and former professor Karim Fikani is creating the future of wearable AR for the workplace. Manufacturing, logistics, assembly, maintenance, and field engineering are all fields where AR can help businesses. AR technology users can manipulate images using hand gestures and utilize machine learning and AI to automatically have the software pull in relevant information from other use cases or industries. Fikani has produced several patents and works at one of the few companies in the world creating this specialized technology.

Alumni Contribute to Bungie’s *Destiny 2*

In 2017, Bellevue-based studio Bungie (creators of the Halo series) launched *Destiny 2*, which quickly became one of the top selling games in North America. More than 26 DigiPen graduates — including software developers, artists, and animators — had a hand in bringing the game’s mythic science universe to life.

Ten DigiPen Grads Helped Make Apex Legends a Surprise Smash

Ten DigiPen alums launched one of the surprise hits of 2019 — Apex Legends. What wasn’t a surprise was the collaborative team environment that produced the game. According to Davis Standley, 2015 BA in Game Design graduate, creating the game felt similar to what he experienced at DigiPen where multidiscipline teams work together on a year-long game project. “All the time I spent working on a team at DigiPen was invaluable. The team dynamics, successes, failures, morale, and building chemistry” were the same.

More than 400 companies have hired DigiPen alumni, including tech giants like Microsoft, Amazon, and Nintendo. Read more alumni success stories at: digipen.edu/showcase/news

ONE DIGIPEN, MANY MISSIONS

In addition to its undergraduate and graduate degree programs, DigiPen offers other services, including K-12 educational programs in STEAM 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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