



First Masters Level Degree in Computer Games Technology in Canada

Algoma University College, Sault Ste. Marie, Ontario, is set to become the exclusive host in North America for the MSc Computer Games Technology offered by the University of Abertay Dundee, Scotland.

This is the first Masters level degree in computer games technology to be offered in Canada, as well as the first MSc in this field in North America. Students in the program will study on the Algoma U campus in Sault Ste. Marie, and receive instruction from the University of Abertay Dundee's highly experienced and authoritative faculty in Dundee via state of the art video-conferencing technology.

In contrast with other Masters level degrees in this field, this program runs for three semesters over 12 months. This includes 2 semesters of lectures and laboratories, followed by one semester of team-based project work involving the design and test of a prototype game, and concluding with a Masters dissertation. This program will begin in September 2006 and the first graduates from the course are expected in summer of 2007.

The MSc CGT provides students, who already have strong programming skills, with the necessary specialist skills required of a games programmer. The core of the program is built around essential programming skills development. Technically, computer games are interactive movies with the scenery, characters, sound, and lighting created in real time in the code written by programmers. Students will learn 2D and 3D programming for the PC and the essentials of games development. In the program they will also learn how the areas of sound, music, and art are created, stored, and used in a game studio.

MSc Admission Requirements

- ☆ Completion of a 4-year undergraduate degree in Computer Science or an undergraduate degree with a strong background in mathematics and C/C++ programming language.
- ☆ Written evidence of competency in C++
- ☆ Letter of intent—graduate study goals
- ☆ Completion of the application (submit with \$35.00 Algoma U processing fee)
- ☆ TOEFL 600 (minimum), if first language is not English
- ☆ *GREs and GMAT are not required

"Electronic Arts applauds and will continue to provide support for Algoma U's program. With two major studios in Canada - Burnaby and Montreal - we eagerly await the arrival of these master's graduates. We believe all the pieces are in place for this to be a hugely successful program."
Steve Seabolt, Vice President of Worldwide Publishing and Marketing Operations, Electronic Arts

During the first two semesters the students will have the unique opportunity to meet with visiting experts from the game development and publishing industry from across North America.

For more information on the program, please visit www.mastersdegreeingaming.com or contact info@algomau.ca , 1-888-ALGOMA-U.