



## >>> WHO ARE YOU?

\* I am a persona based on UCI students majoring in Computer Game Science.

My name is Mike, and I'm originally from Chicago. I was somewhat of a gamer in high school, but not as much as my friends. I always could imagine better games than the ones I played, so it's exciting to learn about the science and technology that goes into developing them. I like that my area of study requires me to be creative and uses my design and art skills.

I'm part of the Video Game Developers Club, which hosts lots of speakers from the game industry. Many professors are incorporating games into their research, and I got to work on a project that encouraged kids to get more exercise.

I had a summer internship at a local game studio, porting a Triple A title to a handheld device. The studio wants to hire me full time after I graduate, so that I can work on an original game that will be in development soon.

## >>> WHAT DID YOU LEARN?

### MY COURSES HAVE INCLUDED:

#### Computer Games and Society

I wrote a paper about and analyzed the work of a UCI anthropologist who studies World of Warcraft.

#### Game Systems and Design

I collaborated with art students from a nearby art college on an iPhone game that promotes healthy eating and fights diabetes.

#### Game Engine Lab

I learned how game engines use high-end graphics chips to get amazing visual effects.

#### Mobile and Ubiquitous Games

I created a location-aware mobile game that is played while you are walking around campus.

#### Multiplayer Game Systems

I learned many of the networking and database secrets behind MMOs. (I now know how to hack them, but I promised I wouldn't.)

#### Capstone Game Project

I was lead designer on a team of 10 programmers and artists, and our game was featured at the Independent Games Festival.



## >>> POSSIBLE CAREERS

// With a Computer Game Science degree from UCI, you might get a job as a programmer doing scientific visualization for NASA, so that scientists can make sense of NASA's satellite and sensor data when evaluating the climate.

// You could be a software developer at Blizzard, designing and coding scenery, character behavior, controls and other aspects of various games under development.

// Or you might stay at UCI for another year and take part in a research project with an engineering professor whose lab develops novel robotic devices to assist people with strokes and spinal cord injuries.

## >>> BREN:ICS STUDENT SOUND BITES



“I am amazed by how quickly I've been able to get started making games. Thanks to a little inspiration from the game design classes, I've even been motivated to work on personal projects in my free time. I feel like a legitimate designer, and I'm not even done with my first year!”

—KATIE

“My major has exceeded my expectations. I've already been introduced to programming and game design, and I've even started working on small-scale video games in class. It gets better and better every day.”

—KURT



“Studying CGS is a lot of fun! I'm confident my major will lead to a great internship — and future employment — in the game industry.”

—KENNETH

## >>> MORE INFO

Not sure Computer Game Science is the right major for you? Check out our complete degree programs listing at [www.ics.uci.edu/prospective/degrees-overview](http://www.ics.uci.edu/prospective/degrees-overview). We offer several minors as well.

Have questions for one of our counselors? Call the **Student Affairs Office** at **949-824-5156** or email [ucounsel@uci.edu](mailto:ucounsel@uci.edu).

**Ready to apply to UC Irvine? Visit [www.admissions.uci.edu](http://www.admissions.uci.edu).**