SUMMER SPRINGBOARD
Look Inward. Go Upward.

Game Development Infosheet

New student admissions for Summer 2026 are open

2-Week Course

This is a two-week program where you'll focus on one course for the entire duration.

Program Highlights

- Describe the differences between game design and game programming.
- Get familiar with game engine and 3D modeling tool interfaces.
- Identify the components in Unity game engine.
- Create and use prefabs for a game.
- Gain exposure to C# programming language for gameplay purposes.
- Handle physical collisions in a game.
- Engage with leading experts and in teams to practice creating a game.
- Discover an essential skill for the future which has become a basic requirement for acquiring many jobs.

2026 Dates

Duke University ($5,798)

- Session 1: June 28 - July 10
- Session 2: July 12 - July 24

Academic Program Overview

This course aims to provide the knowledge of implementing a computer game using one of the industry-standard game development engines. This course describes the 3D virtual world creation process from a computer graphics perspective, introduces corresponding game components, explains how to use these components effectively in a game development process, and how to successfully deliver a fully working and entertaining game. During the course, students can improve their Computer Science and Computer Graphics knowledge, both personally and collaboratively. No prior coding knowledge is needed for the course. Fundamentals of C# programming language and the basic requirements for game scripting are taught at the beginning of the course.

Excursions

Located in the Research Triangle, home to major studios like Epic and Red Storm, students will have unique opportunities to visit game development companies and hear from guest speakers, helping them build connections and explore career paths in this dynamic field. These experiences, filled with exciting interactions and Q&A sessions, fueled their passion for the gaming industry.

Instructors

Duke - TBA

Courses are taught by accomplished and passionate faculty recruited from many area colleges, universities and professional forums. Each faculty member is selected for their subject area expertise and proven ability to both challenge and captivate students.

Course Structure

There are nine 3-hour class sessions over the two-week course. During week one, students have class from 9am-12pm, Monday - Friday. During week two students have class from 9am-12pm Monday through Thursday. Wednesday afternoons are dedicated to additional academic time (excursions, speakers).

Tuition Information:

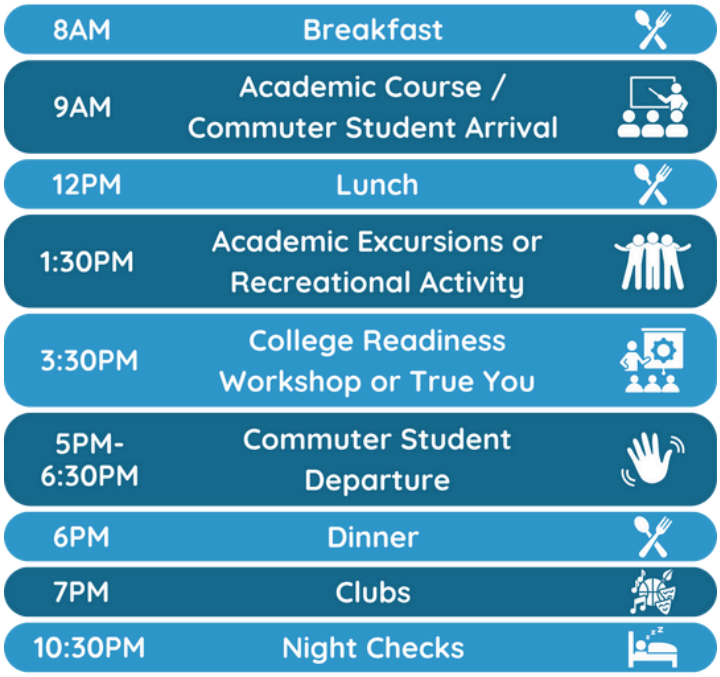
Residential Students:

- **Includes:** all meals, lodging, excursions, academic course, weekend excursions
- **Excludes**: optional airport pickup and drop off service (available for an additional fee)
- **Price**: See prices under 2026 dates

Commuter Students:

- **Includes:** lunch, academic course, excursions, programming from 9am to 5pm, Monday-Friday
- **Excludes:** lodging, breakfast, dinner, weekend excursions
  - Weekend excursions can be added on for $125 per day
- **Duke Commuter Price**: $2,998

Typical Schedule



Supplements:

- **Application fee**: Starting at $99 (mandatory, non-refundable)
- **Tuition Protection Plan**: Allows for cancellation for any reason up until the day of the program. Click here for more info.

More info on Airport Transfer

More info on Unaccompanied Minor Service

Apply Now!

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