



**SUMMER
SPRINGBOARD**
Look Inward. Go Upward.

Game Development Infosheet

**New student admissions for
Summer 2025 are open**



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.
- Engage with leading experts and in teams practice creating a video game.



2025 Dates

Duke University (\$5,698)

- Session 1: June 29 - July 11
- Session 2: July 13 - July 25

Barnard College, Columbia University (\$5,898)

- Session 2: July 20 - August 1



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

NYC and the Research Triangle are game development hubs, home to industry giants like Epic, Rockstar Games, and Red Storm. Past program excursions included visits to Duke University's Game Design Lab, North Carolina State's College of Design, Spyscape, and Microsoft's NYC office. Students had the chance to meet game developers, designers, and professors, gaining firsthand insights into cutting-edge work. These experiences, filled with exciting interactions and Q&A sessions, fueled their passion for the gaming industry.

Instructors

Duke - Ernesto Escobar

Ernesto Escobar is the Executive Director of the Master of Engineering in Game Design, Development, and Innovation at Duke University. In this role he manages and oversees all the program's curriculum development, students, faculty, staff, operations, and budget ensuring program excellence. He directs all marketing, admissions and recruiting efforts. Ernesto also teaches game design and development classes and mentors the students in the program. He connects and engages with internal and external partners regarding practicum projects, internships, career opportunities, seminars and oversees the industry advisory board.

Duke - Michael Schmitt

Michael Schmitt is an independent game developer and community organizer based in North Carolina. He founded and leads the Triangle Interactive Arts Collective, a non-profit organization supporting game developers and creatives in central NC. A graduate of UNC Chapel Hill, Michael's career spans many years of programming, designing, and teaching others how to make games. He worked for several years as a Senior Instructional Designer at Unity Technologies, creating tutorials and professional training courses on the Unity game engine.

Barnard - Gizem Kayar

Dr. Gizem Kayar, a Clinical Associate Professor of Computer Science at NYU, has over 15 years of experience in computer graphics, simulation systems, and game development. She has directed graduate programs in interactive computing and digital game design, led initiatives in serious games for health tech, and published extensively in her field. Dr. Kayar brings her expertise to the classroom, where she will teach game development and mentor the next generation of innovators.

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 2025 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
- **Barnard Commuter Price:** \$3,298
- **Duke Commuter Price:** \$2,998



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).



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](#)

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