Creating the Future of Interactive Games
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USC GamePipe Laboratory
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The mission of the USC GamePipe Laboratory is research, development & education on technologies & design for the future of interactive games & their application.

– from developing the supporting technologies for increasing the complexity & innovation in produced games,

– to developing serious & entertainment games for government & corporate sponsors.
Game Development Degree Programs

BS in Computer Science (Games)
- The goal of the BS degree is to educate students capable of engineering next generation games immediately upon graduation. Students in this program receive a solid grounding in Computer Science in addition to the art and design required for functioning in the game industry.

MS in Computer Science (Game Development)
- The goal of the MS degree is to graduate professionally educated students capable of engineering next generation games and their required technologies.

Degrees started Fall 2006.
We just completed our fourth year of operation.
Interdisciplinary Nature of the BS/MS in Computer Science (Games) Programs

CTIN 484 (2) Intermediate Game Development
CTIN 489 (2) Intermediate Game Design Workshop

Spring semester

- CS-281 Pipelines for Games & Interactives
- CSCI-282 Animation for Games
- CS-522 Game Engine Development

Game Designs from CTIN, FA & CS Students from Spring are fully developed over Summer

Fall semester

- 3D models, animations & assets
  CS & Fine Arts students
- Game animations & MOCAP
  CS, CTAN & FA students
- Game engines & advanced game software technology
  CS students

Concurrent courses

CS-491A & CTIN 491A
Final Game Project
CS-529A Advanced Game Projects
& then we do CS-491B & CTIN 491B & CS-529B in Spring

Produced Game Prototypes
Joint Demo Day
CS, CTIN, CTAN, Music & FA students

Cross-disciplinary coordination architecture for the Final Game Projects and Advanced Game Projects courses.

* Other courses utilizing production pipeline:
  CS-486 Serious Games
  CS-523 Networked Games
  CS-524 Networked AI
  CS-526 Mobile Games
A paper on the degree program is available in the December 2009 Communications of the ACM
Michael Zyda, Computer Science in the Conceptual Age, CACM, Dec 2009
Internship & Placement

- EA
- LucasArts
- Microsoft & MGS
- Activision
- Google
- Akamai
- Sony Computer Entertainment
- Disney
- 2K Sports
- THQ
- CNET Networks
- Bionic Games
- Alelo

- Zynga
- Blizzard
- Seven Studios
- Applied Minds
- Qualcomm
- Pricegrabber
- Gearbox
- Velvet Games
- Happynin Games
- Basically everywhere in the Game industry
Demo Day Attendance

EA
Microsoft Game Studios
Activision
LucasArts
Blizzard
Creative Artists Agency
Disney – all parts
Nokia Research Labs
Bally Tech
Insomniac Games
Happynin Games

Sony Online & Computer Entertainment
Applied Minds
NaughtyDog
Seven Studios
Zero G Games
Sandia National Laboratories
Zynga
Velvet Games
Heavy Iron Studios
USC GamePipe Laboratory

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