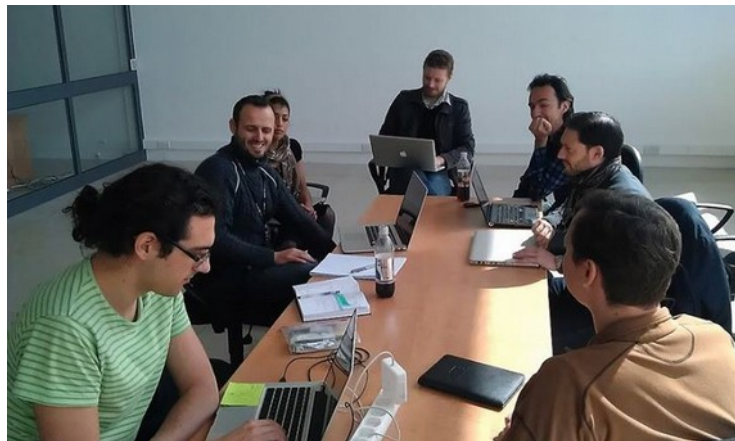


INSTITUTE OF DIGITAL GAMES

gateway to the future

Who are we?

- Established in 2013
- Group of 9 Researchers and PhDs interested in:
 - **Humanities/Arts/Social Sciences:** Game Theory, GameDesign and Analysis
 - **Technology/Computing:** AI, Usability, Player Experience, Cognitive/Affective Modeling



Taught M.Sc. in Digital Games

- Four semesters: 1 year courses, 1 year dissertation
- Courses starting every September
- Applications ending in **April** and **July**
- Two tracks:
 - **Design and analysis (DA)**
 - **Design and Technology (DT)**
 - Also: *Part-time taught M.Sc.* (eight semesters)
 - Also: *Research M.Sc.* (focus on a research project)

Why study Games?

Industry

- Bigger than Hollywood
- Not much of a financial crisis
- Get paid by doing your hobby!
- Creative Industries are blooming in Malta!



Academia

- Games are attracting a lot of research interest
- Well-respected research conferences/journals



Multi-disciplinary:

- artificial intelligence, cognitive science, graphics, human-computer interaction...
- Studying games is not only about games!



Why get into Games now?

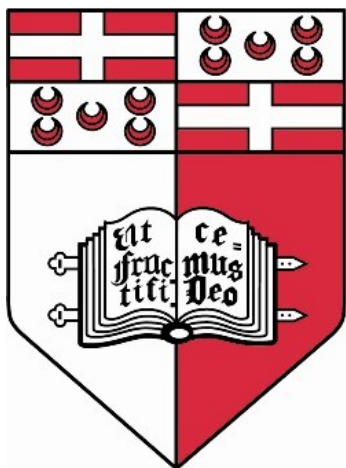
- Games are now accessible, popular and fashionable.
 - average gamer age: 30.
 - 45% female gamers.
 - 58% Americans play games, spend 20 billion dollars.
 - Huge market, great job opportunities (or be an independent?)

Gamer
Geek
Chic



Why get into Games now?

- Games are now considered a fruitful academic field.
 - Universities across the world open games lines (Ba, Msc, MA).
 - International conferences for Game AI, Game Studies.
 - High-Impact IEEE journal on GameAI.
 - Game AI papers accepted in many other AI-heavy publications.

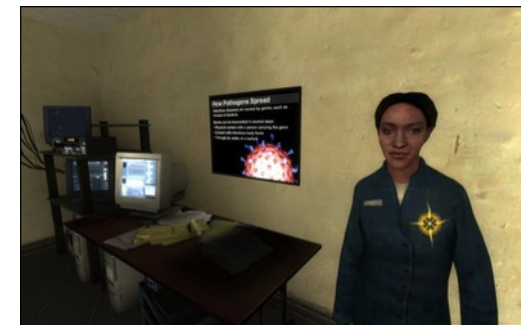


Institute of
Digital Games



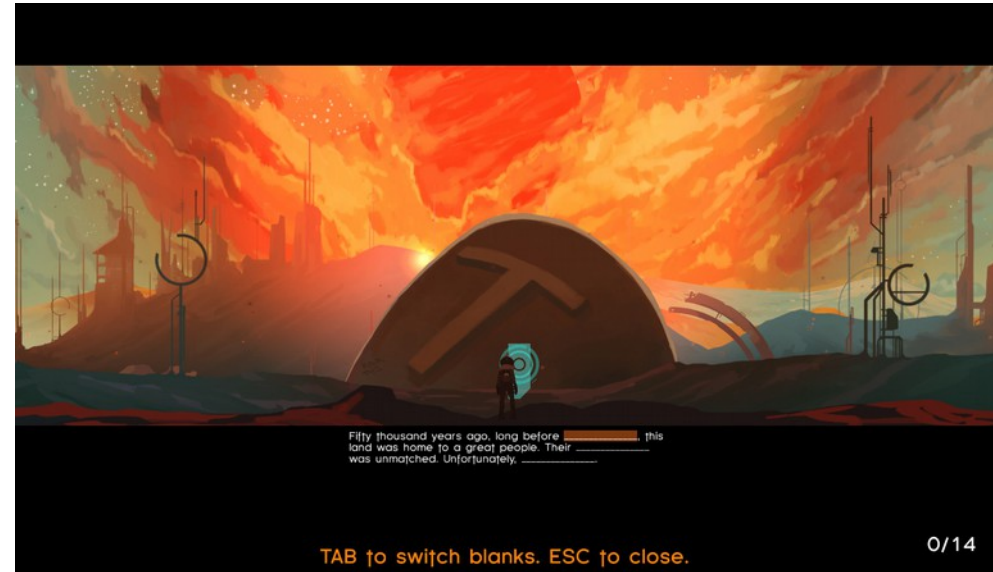
Why get into Games now?

- Games are now seen as an agent of societal change.
 - Games for education/training.
 - Games for rehabilitation.
 - Games for scientific innovation.



Why get into Games now?

- Games are Expression



Creative Industries in Malta



- **Internships** with international game developer studios opening Maltese branches.

not iGaming!

A Hub of Creativity



Curriculum (DT)

4th semester

Master Thesis
30ECTS

3rd semester

2nd semester

Computational
Creativity
5ECTS

Affective
Computing
5ECTS

Data
Mining
5ECTS

Experience
Design
10ECTS

1st semester

Game AI
5ECTS

Game Engines
5ECTS

Foundations of
Game Studies
5ECTS

Foundations of
Game Design
10ECTS

... and many electives! (check out <http://game.edu.mt>)

Curriculum (DA)

4th semester

Master Thesis
30ECTS

3rd semester

2nd semester

Casual
Game Design
10ECTS

Game
Development
10ECTS

1st semester

Prototyping for
Game Designers
5ECTS

Formal Properties
of Games
10ECTS

Foundations of
Game Design
10ECTS

... and many electives! (check out <http://game.edu.mt>)

<http://game.edu.mt>

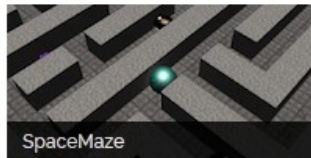
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UNIVERSITY OF MALTA
Institute of Digital Games



Internships
with game-
dev leaders

exient



M.Sc. in Digital Games

Play meets art and science

Applications now open



News

New Post: Resident Academic in Game Design

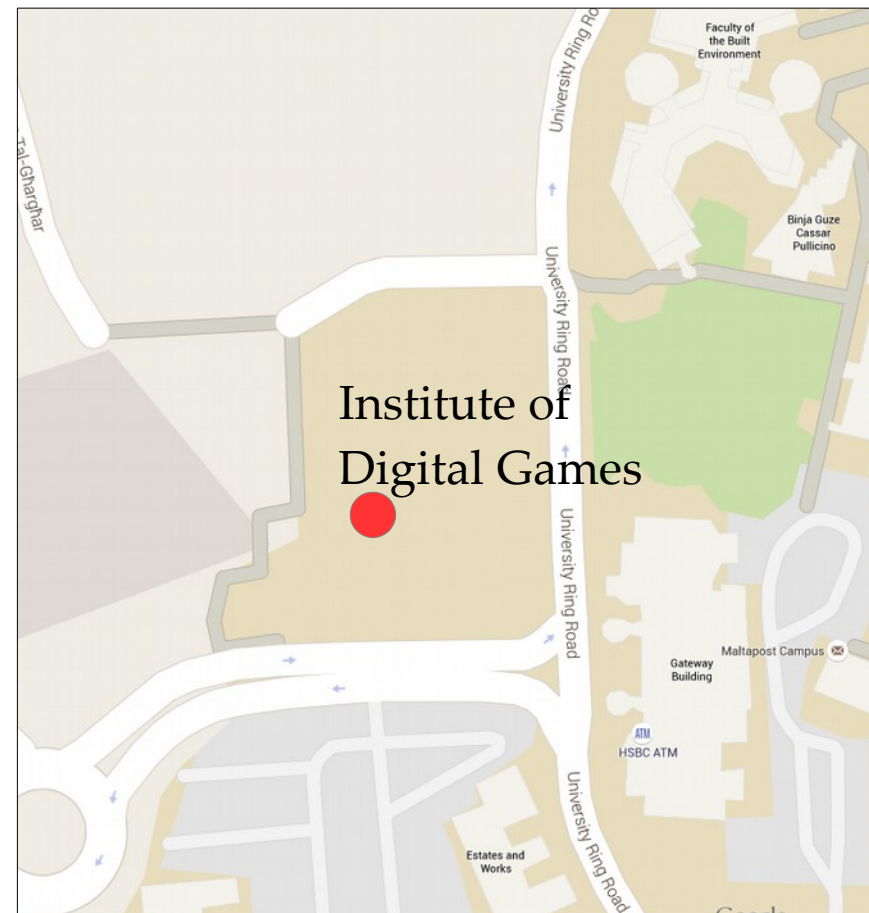
THINK magazine features games research in the
Gaming Issue

Events

Mediterranean Game Jam

\n.

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www.facebook.com/uom.digitalgames