



## SERIOUS GAMES CERTIFICATE

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### DURATION

204 Hours of Study Part-Time

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### TUITION

\$4,080 (approximation)

Tuition fees are paid for at time of course registration and vary according to individual course. Please check the PACE website for details.

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### STARTING

Fall Term

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## SERIOUS GAMES CERTIFICATE PROGRAM

The Serious Games Certificate offers practical courses designed to prepare developers for employment in the serious games industry. Students will learn the constructs of game design through creating their own storyboards, level designs and prototypes.

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### Getting Started

• **To attend a class:**

Use the “Register Now” feature on the PACE website to register online for a course through our instant enrolment process or go in-person to the PACE Registration Office.

• **To enroll in a program:**

Submit a completed Application for Admission Form to the PACE Registration Office.

Courses begin at various times throughout the year. It's never too late to get started. Check our website for the latest offerings and application forms.

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### Career Opportunities

Graduates can pursue careers in the following areas:

- Game Developers
- Animators
- Level Designer
- Interface Designer

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### Objectives

- Learn how to design serious games.
- Study the techniques used in creating a serious game.
- Understand the tools used to create a serious game.
- Understand the use of games and game technology in training and education.

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### Tuition

\$4,080\* Approximate cost of program

\*Tuition fees are paid for at time of course registration and vary according to individual course. Please check the PACE website for details.

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### Program Planning Tool

Please refer to the PACE website to access the Program Planning Tool. This tool allows you to create an individualized learning plan or to determine how many courses you have left until program completion.

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### Program Duration

Admitted students have up to five years to complete the program requirements.

The program can be completed in 10-months, if courses are taken continuously.

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### Instructors

Qualified instructors are selected for their professional experience and work in the industry. PACE instructor profiles can be found on the PACE Website

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### Graduation Requirements

The program consists of 204 hours of required courses.

- Introduction to Game-Based Learning (30 hours)
- Introduction to Game Design (30 hours)
- Introduction to Game Engines (21 Hours)
- Elements of Game Play (30 hours)
- Introduction to Learning Management Systems (30 hours)
- Introduction to Development of Serious Games (21 Hours)
- Practicum: Level Design (21 Hours)
- Prototyping of a Serious Game (21 Hours)

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**TO APPLY:** [ApplyToPACE@uwinnipeg.ca](mailto:ApplyToPACE@uwinnipeg.ca)

**FOR MORE INFORMATION:** [PACEpt@uwinnipeg.ca](mailto:PACEpt@uwinnipeg.ca)

**MAILING ADDRESS:** University of Winnipeg PACE | 515 Portage Avenue | Winnipeg, MB | R3B 2E9 | Canada

**LOCATION:** Buhler Center | 460 Portage Avenue (at Memorial Boulevard) | Winnipeg, MB