



1. **DigiPen Institute of Technology** is a college located in Redmond, Washington which has a focus on art, computer science, and computer engineering with emphasis in creating video games.
2. DigiPen was founded in 1988 by [Claude Comair](#) in Vancouver, B.C., Canada. The school relocated to Redmond in January 1998.
3. In May 1996 the Washington State Higher Education Coordinating Board granted DigiPen the ability to award an Associate and Bachelor of Science Degrees in Real-Time Interactive Simulation and an Associate of Applied Arts Degree in 3D Computer Animation. This made DigiPen the first [university](#) in the world dedicated to teaching how to create video games.
4. DigiPen has three primary educational paths: Applied/Fine Arts, Computer Engineering, and Real Time Interactive Simulation (RTIS - video game development/programming). Compared to a standard computer science curriculum, students start a very rigorous course with C, advance to object oriented programming with C++, and all take 2D Windows GUI and 3D graphics and sockets networking. Many students build robotic vehicles as projects. The art programs are taught from a computer-oriented perspective, though many art students do not intend to work in the game industry and attend DigiPen for its unique curriculum and businesslike atmosphere. RTIS students are taught aspects of development including programming, design, and marketing. Though there are liberal arts classes also in the curriculum, all required courses are pertinent to game development. Starting in the fall of 2008, DigiPen is offering a Bachelor of Science and a Bachelor of Arts in Game Design. DigiPen also offers a master's degree in computer science, and Comair plans to add a Ph.D. program as well.
5. DigiPen is the only educational institution whose students have placed in the professional category at the Game Developers Conference, having done so in each year since 2004. Additionally, DigiPen students have placed the largest number of student projects in the Independent Games Festival student showcase every year since it began, with a seven-year total of 24 awards given to 23 winning game projects. The next three closest institutions have placed five, four and three games in the showcase over six years.
6. Other student run commissions include SAPR, DigiPen's student-run Public Relations committee and the CEC, the Campus Entertainment Committee. The CEC handles tournaments, movies, and other activities.

See the [Wikipedia Page](#) or the [DigiPen Wiki](#) for more [information](#). See the [DigiPen News Letter](#).

### Summer Workshop Camp

There are several facilities which host DigiPen Advanced Computer Science classes for high school students to take during their regular school day. These same courses are available to everyone to take during the summer for a fee. (See the [section to Join/Instructions from W.M.C.](#))

### Student Work (games) (These links are from [DigiPen Wiki](#) not the actual game page)

It is free to download & the games that we have are [Toblo](#), [Narbacular Drop](#), [Brigades](#), [Crayon Caper Rescue](#), [Protista](#) (Nintendo DS game), [Construction Story](#), [Synaesthete](#), [Kleptocracy](#), [Tag](#) (not our Period at LHS nor tagging with anyone), [Super Squirrel](#) (1 & 2), [Froggle](#), [Pudding Panic](#), [Mystick](#), [Run Like Heck](#), [Project3](#), [Johnny Origin](#), [Armored Aggression](#), [Squishy the Starfish](#), [Overload](#), [Operation: Stop Core](#), [Nano Terra](#), & much more...

### Art

They do Computer Graphics & fine art in DigiPen Institute of Technology. (See the [art section](#) or see our [Clip 1](#) or [Clip 2](#) from Web Managers Club made by Matthew Kelly)

### Mascot (See the [Wikipedia Page](#))

They do not have video game mascots in DigiPen, but if they do, see the [Wikipedia page](#).

### Links of DigiPen Institute of Technology Websites (See more links on [Google](#))

1. <a href="#">Main DigiPen Web (Gallery) (Gamers)</a>	4. <a href="#">SRS-Login (Members Zone)</a>
2. <a href="#">Project FUN (Summer Workshop)</a>	5. <a href="#">DigiPen Wiki</a>
3. <a href="#">DigiPen Distance Learning</a>	6. <a href="#">Explore the Industry</a>

### Other Links

1. <a href="#">Wikipedia (List of video game mascots)</a>	3. <a href="#">XNA Creators Club Online</a>
2. <a href="#">Moodle</a>	4. <a href="#">LHS Lobos (Web Managers) (Business Edu)</a>

> [Information created by Matthew E. Kelly & Mr. Booth \(Email\)](#) Revised 8-11-09<