International Game Design Practices
Perfect your game with feedback from Japanese game design experts.

Students will build or work on an existing project/game and bring it to Japan to be critiqued, playtested and reviewed by Japanese game studios, Japanese game players and other relevant audiences. Students will pitch their games in front of Japanese game designers to gain real world industry-level feedback for their ideas.

Through this course, you will learn to create designs and projects that can be marketed and shipped to Japanese audiences and develop insight into logistics, marketing and design specific to this market. While meeting with Japanese studios, publishers and distributors, you will gain firsthand knowledge of how Japan handles game design.

Tentative course schedule and trip details
1-2:15 p.m. Mondays and Wednesdays. FF 052. This is subject to change.

Eligibility
To apply for the course, you must:
- be on track to be a sophomore by credit hours (30 hours completed) by the end of fall 2018 semester, or a master’s student
- have a 3.0 cumulative GPA
- be on track to be admitted to The Media School by the end of the fall 2018 semester

Costs
The Media School provides a scholarship to all students admitted to this course to lower the course fee that’s assessed for travel.

Full program costs: $2,900
Course fee after scholarship: $2,175

The course fee covers round-trip transportation from Bloomington, lodging, all required activities, health insurance and some meals. We recommend students also have $200-$400 available during the trip to cover meals and personal expenses.

These expenses can be reduced through other scholarships and grants, such as the Hutton International Experiences grant.

Upon acceptance into the field experience course, your bursar account will be billed a $500 non-refundable deposit.

The remainder of the basic program costs will be billed to your bursar account in November, due in December with spring tuition.