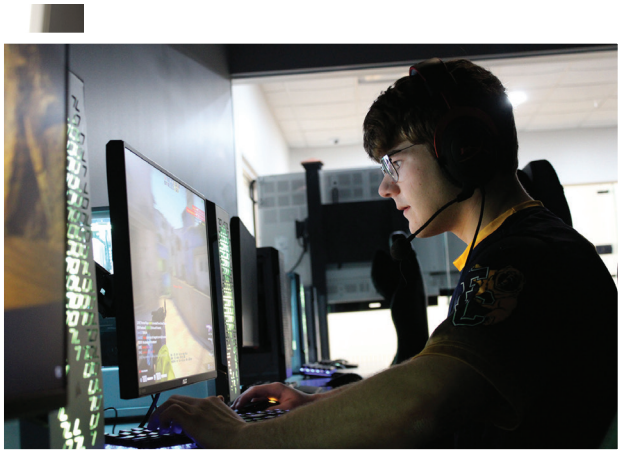

GAME DEVELOPMENT

100%
of our students complete an internship or undergraduate research.

SCAN
to learn more

Software engineering major with game development track

Do you love hit games like Minecraft, Stardew Valley and Rocket League? The game development sector is thriving, offering a median salary of $108,000 and vast opportunities for creativity and technical innovation. With the video game industry witnessing significant revenue increases and expansion, the forecast for job openings in this field is also set to rise in upcoming years.

Get hands-on experience with industry-leading technology like the Unity game engine and access to networking opportunities through an International Game Developers Association membership. Immerse yourself in exciting projects like crafting unique game levels, designing stunning environments, and building fully functional 3D games. No matter what you want to create, we're here to help you "up your game!"

THE CLASSROOM EXPERIENCE

Leading technology and real-world game development

Students who pursue game development at Franklin College learn by building games, gaining a comprehensive set of skills that spans application development, user experience, project management and web design. This program operates in partnership with Rize Education to integrate the most state-of-the-art hybrid technologies into the classroom, giving graduates a clear competitive advantage.

FranklinCollege.edu
101 BRANIGIN BLVD. • FRANKLIN, INDIANA 46131

FRANKLIN COLLEGE

Students who pursue Game Development at Franklin College learn by building games, gaining a comprehensive set of skills that spans application development, user experience, project management and web design.

- **Software Engineering Major, Game Development Track:** A degree in software engineering prepares students for software development careers in business, industry and government environments. Students often couple a major in software engineering with an additional major or minor in computer science, business, accounting or economics.

The game development curriculum culminates in students working together in groups to build a game in the Unity engine that uses real-time 2D or 3D visuals and showcases their understanding of the core principles of game design. Students will pitch their idea, then design, prototype, build and test their game.

POST-GRADUATION

Résumé-relevant certifications

Franklin College game development students will graduate possessing the necessary skills to obtain the Unity Certified Associate: Programmer certification, critical in landing their first job and giving them a leg up on their competition. You'll also be well on your way for the Unity Certified Associate: Game Developer exam with the addition of internships, work experience or game jams.

Ample career and graduate school opportunities

While some game development students pursue advanced degrees in software engineering or design, most opt to go directly into the industry, making salaries of around $60,000 in their first role. It's common for students to be employed before they finish their senior year; as many as 90 percent of computing students are employed before graduation. Common roles for game development and computer science graduates include:

- Animator: $56,000
- Content Developer: $53,000
- Concept Artist: $61,000
- Game Programmer: $72,000
- Game Developer: $67,000
- Software Developer: $86,000
- Creative Director: $101,000
- Video Game Producer: $76,000

DEPARTMENT OVERVIEW

- **Nationally recognized program:** The Franklin College Department of Mathematics and Computing has been recognized by EDUCOM, a national educational computing organization, for its excellence in innovative programs, assessment and career preparation.
- **Job shadowing:** Annual shadow days allow students to spend half or full days in professional workplaces including Cummins, OneAmerica, Eli Lilly and Interactive Intelligence.
- **Department contact information:** Read more about the program at **FranklinCollege.edu/computing** or contact Professor of Computing Kerry Smith directly at 317.738.8092 or **ksmith@FranklinCollege.edu**.

Revised 4-24-26