

# Karma Play ACADEMY

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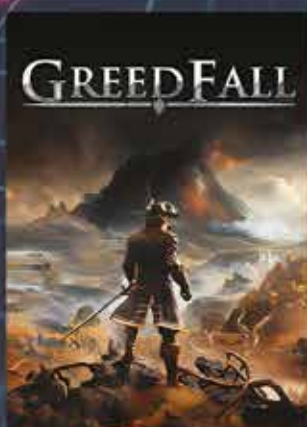
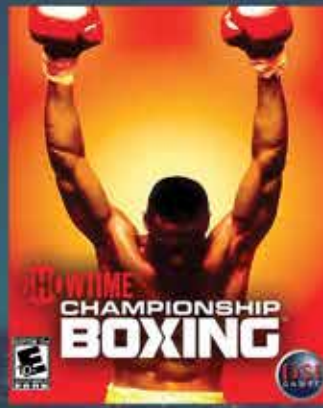
 **DigiPen**  
INSTITUTE OF TECHNOLOGY

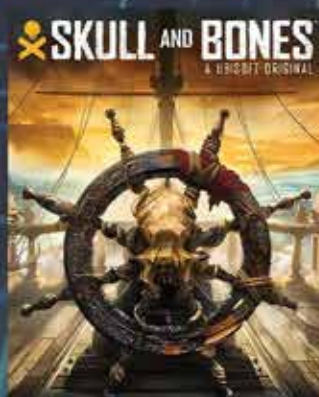
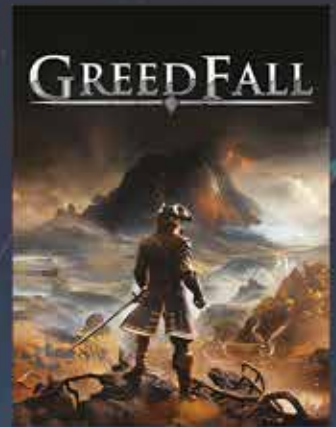


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# LEARN FROM THOSE WHO CREATED MORE THAN 500 HIT GAMES





Welcome to the exciting world of video games.

Popularly known by its generic title video games, interactive entertainment is often referred to as the art form of the 21st century. Just like movies were to the 20th century, video games can rightfully claim to be an art form that is the perfect fusion of the human creative spirit and cutting-edge technology.

Being only just over five decades old, the video games industry itself is quite young. This has both advantages and disadvantages. One of the major advantages is that the average age of the personnel employed in the industry is still less than 40. This preponderance of youth brings a certain creative enthusiasm which is sometimes lacking in other industries.

Despite being quite young, the video games industry is already bigger than Box Office Hollywood in terms of gross revenue. This fluid environment also presents immense challenges for both game developers and publishers. With the constant churn in hardware and software, the video games industry is now facing a serious shortage of qualified candidates for employment. This resource crunch is keenly felt in the sectors of games programming and art.

## ABOUT KARMA PLAY ACADEMY

Karma Play Academy has been established to address the serious skills shortage in the video game industry. The academy is the training division of video game developer, Karma Play.

Karma Play is a registered game developer for the Sony PlayStation 5 and Microsoft Xbox Series X. The company is currently working on multiple games for the PC, PlayStation 5, Xbox Series X and mobiles.





## ABOUT

# DigiPen

Do you play video games? You've probably played at least one of the more than 2,000 commercial titles developed by a DigiPen graduate. What will you go on to create?

Since 1988, DigiPen Institute of Technology has been preparing students to succeed as skilled engineers, artists, and designers in the growing technology industries.

An educational pioneer, we were the first college in the world to offer a bachelor's degree in video game technology and development. Today, we offer a wide range of technology-focused programs, all with an eye toward the career opportunities of tomorrow.

Through a combination of academic rigor and interdisciplinary team-based projects, our educational model empowers students to be active learners, bold problem-solvers, and creators. DigiPen's programs are intentionally designed to reflect the standards and practices of the professional industries: Small teams with different backgrounds and skills collaborate to apply their knowledge, overcome challenges, and build amazing things together. These teams form the core of our tight-knit student and alumni community.

## DIGIPEN'S IMPACT

Over the past three decades, DigiPen's reputation has been carried by our student and alumni success. DigiPen students continue to garner awards and recognition at international competitions and festivals for their outstanding student work. And as graduates, they go on to rewarding careers at some of the world's leading tech companies, game studios, and startups.

## KEY FACTS ABOUT DIGIPEN

- The world's first college to teach video game development
- DigiPen student games have won 57 Independent Games Festival awards (more than any other school)
- DigiPen graduates are credited on 2,000+ commercial game titles

## KEY FEATURES

- Study for a one-year American diploma from DigiPen USA in India
- Study for two years and receive a postgraduate diploma
- Students taught by current video game industry professionals who worked on over five hundred video games over the past 40+ years
- Learn from developers who created legendary games such as Quake 3, Unreal Tournament, Star Wars Jedi Academy, The Fast and The Furious Tokyo Drift, Returnal, Need for Speed, Warhammer, Candy Crush Soda, Space Engineers, Prince of Persia and Wasteland 3
- Learn how to develop games for the Sony PlayStation 5<sup>®</sup> and Microsoft Xbox Series X<sup>®</sup> game consoles
- Study even if you are working full-time by joining our online course
- Cutting-edge syllabus that is updated regularly to match the latest video game industry trends and technologies
- Specialist syllabus for artists, programmers, game designers and producers

- International guest lectures on specialist topics
- A full year video game industry internship in the second year
- Get game industry work experience by working on a commercial game during your second-year internship
- Learn cutting-edge game development skills by working in collaboration with a professional game development team
- Employment Cell with a database of over 2,000 video game developers and publishers



## OUR COURSES

- POSTGRADUATE DIPLOMA IN DIGITAL ARTS
- POSTGRADUATE DIPLOMA IN GAME PROGRAMMING



# MEET OUR LECTURERS



## JAZNO FRANCOEUR

Jazno Francoeur's career began in 1990, when he interned at the Walt Disney Feature Animation studio in Orlando, Florida. Upon graduating from Kansas City Art Institute in 1992, he began working at the Disney studios in Los Angeles, California. In 2004, Francoeur became an animation instructor at DigiPen Institute of Technology in Redmond, Washington. After transferring to DigiPen's branch campus in Singapore in 2008, he was invited to a seven-month effects course at Lucasfilm Animation. In addition to his career as an animator and educator, Francoeur is a performing musician (with his ensemble Mercymachine), a published poet, and an exhibiting photographer. Francoeur's film and game credits include Brother Bear (2003), Lilo & Stitch (2002), John Henry (2000), The Emperor's New Groove (2000), Tarzan (1999), Mulan (1998), The Hunchback of Notre Dame (1996), Pocahontas (1995), The Lion King (1994), Trail Mix-Up (1993), Disney's Aladdin for Sega Genesis (1993) and Beauty and the Beast (1991).



## PRASANNA KUMAR GHALI



Prasanna holds a Master of Science in Electrical Engineering from the University of Oklahoma. Since Prasanna joined DigiPen in 1994, he has been instrumental in developing and implementing DigiPen's computer graphics and game software development curriculum. Between 1998 and 2002, he was the Vice President of Engineering at Nintendo Software Technology (NST). During his tenure at NST, Prasanna served as the technical lead for several video game titles, including Ridge Racer 64, Wave Race: Blue Storm, and 1080° Avalanche. He was also the key software engineer for the design, development, testing, and benchmarking of video game prototypes on Nintendo's Game Boy, Game Boy Color, Nintendo 64, and GameCube platforms. Prasanna returned to DigiPen in 2002 to continue his interest in teaching and researching various topics related to game development, including computer graphics and game engine design. He has co-published articles in various journals and is the author of nine U.S. patents, which deal with game design and/or game engineering.



# DAVE SHARP

Dave Sharp is a veteran video game developer, entrepreneur and technologist. Dave taught himself programming as a teenager in the eighties and whilst still at school, was designing and developing video games. This experience allowed him to join the games industry at 17 and continue to work on several hit video games. At the age of 25, Dave moved into the business side of the games industry, working for major games publishers such as Acclaim, Virgin Interactive and Interplay. This work included the development of games based on high profile IP such as Star Trek and Bladerunner. This led Dave to join New York based Viacom and taking part in several mergers and acquisitions to bring new IP into the company. At 32, Dave became an entrepreneur, starting his first solo games venture and selling it within two years. Dave's involvement with the games industry continues to this day via several mentor and advisory roles within UK/US games companies, providing development and business advice as well as access to finance. He also writes course content for students studying games development within the UK. To date, Dave Sharp has worked on over 85 video games on more than 20 hardware platforms.



# RICHARD M. HOLMES

Richard M. Holmes has been designing, producing, and publishing games since 1993, from the Amiga and Atari ST era through to modern mobile platforms. His early career included work on three No. 1 hit titles — Tactical Manager, The Settlers, and Football Glory. Richard has since contributed to the development or publication of more than 400 other games across multiple genres and platforms. Richard has led product launches and marketing collaborations with brands as diverse as Nestlé, KFC, McDonald's, Kellogg's, Yokohama, and sports legends including Formula 1 champion Nelson Piquet and Tour de France star Erik Zabel. His projects have included licensed and promotional games, social media campaigns, and mobile apps. Richard M. Holmes also completed a London AIM stock exchange flotation with game developer IncaGold PLC in 2005 and was a founder of Silicon Valley VC-backed startup Stiki Digital Inc., specialising in digital promotional games. Today, Richard applies his game design and publishing expertise to the world of gamification and brand engagement through Lolly, and as founder and director of Kinetika Games Ltd, developer of the official Ultimate Pool mobile game and the upcoming Ultimate Marbles series for the gaming and betting industries.



## AJITH RAM



Ajith Ram has over 25 years' experience in the video games industry. He started his video game career at American GPU manufacturers, S3 Graphics and AMD. During this period, Ajith worked on PC games such as Rally Championship 2000, Unreal Tournament, Quake 3, Judge Dredd Star Wars Jedi Academy and Black and White. Later he set up his own outsourcing and work for hire studio, Candella Software. At Candella Software, Ajith supervised a team of 30 game developers on PC, PlayStation 2, Xbox, Nintendo DS games such as Juiced, The Fast and The Furious Tokyo Drift, Pyroblazer and Stubbs the Zombie. Since 2020, Ajith has worked as a Senior Producer on Returnal (PlayStation 5), Wasteland 3 (PC, PlayStation 4, Xbox One), EA Golf PGA Tour (PlayStation 5, Xbox Series X), Grounded (Playstation 4, PlayStation 5, Switch), Avowed (PlayStation 5) and The Outer Worlds 2 (PlayStation 5). Ajith is currently the Game Director on Hollywood Director The Simulation and three other games for the PC, PlayStation 5 and Xbox Series X. Ajith Ram is also an award-winning fiction and technical writer. He has published two novels and a collection of short stories.



## CHETAN KARMAN



Chetan is an accomplished Quality Engineering Leader with over 19 years of experience in IT. The last 10 years has been in the video games industry. Chetan successfully delivered top notch player experience and managed cross-functional teams of 80+ people, primarily focused on the functional and technical testing across key verticals of Player Account Management, Lottery, sportsbook, social and casino gaming products for the online, mobile, consoles and land-based gaming platforms. In his current role as Head of QA for Double Eleven Studios in the UK, Chetan designs games functional and compliance testing strategies, large scale product delivery roadmaps, test management, test planning, KPI based reporting analysis and annual goals. Chetan also recruits new QA team members and coaches them on game certification, designing risk-based game testing models and Sony, Microsoft, Nintendo submission procedures.



## KURT MCCLUNG



Kurt McClung is a veteran writer, narrative designer, world-builder and producer whose work spans video games, comics, books, films, TV and transmedia storytelling. After earning an Industrial Engineering degree at Purdue University and beginning his career as an information-systems consultant in Paris, he shifted gears to follow his creative passions, founding a children's publishing studio and ultimately devoting himself entirely to creative work. In 1998, he launched Yeti Entertainment, through which he oversaw the creation of dozens of original IPs and more than 70 children's books and games, working with partners such as Hachette, Hasbro, and Humanoids. Under his direction, Yeti expanded into early cross-media production, blending books, board games, video games and animated series. He later sold the company to Humanoids and continued to contribute to creative projects including comics and transmedia adaptations. From 2005 Kurt worked with major studios such as Ubisoft, designing and writing for renowned franchises like *Might & Magic*, and contributing to many others including *Skull & Bones*, *Ghost Recon: Breakpoint*, *Vampyr*, *Greedfall*, *Ravenwatch* and more. In 2012 Kurt founded Taliespin, an interactive writing studio specializing in IP creation, narrative development, and comprehensive world design. Through Taliespin, he continues building original worlds and stories, working across games, comics, film and television. A pioneer of transmedia methodology, Kurt developed a "360° Narrative Design & Creative Alignment" approach to guide IP creation across formats and media. He shares this expertise in masterclasses and workshops worldwide, helping emerging creators expand their stories beyond a single medium.



## RICHARD DANSKY



A 25+ year veteran of the video game industry, Richard Dansky is widely regarded as a leading expert on game narrative and writing. He has contributed to games in franchises such as The Division, Assassins Creed, Far Cry, and many others, and has credits on over 60 titles. Richard is also a published author, with 9 novels and 2 short story collections to his credit, as well as the non-fiction book *The Video Game Writer's Guide to Surviving an Industry That Hates You*. Over the years, he has been an advisor to the Game Narrative Summit at Game Developers Conference and East Coast Game Conference, and he helped found the world's first professional organization for game writers. Every year, he also judges the student Game Narrative Analysis competition, the winners of which get the opportunity to present their work at GDC. In addition to his credits in video games, Richard has an extensive body of tabletop RPG work, having been a core contributor to White Wolf's classic World of Darkness setting. He maintains a strong online presence, sharing thoughts on game narrative and writing, with frequent appearances on podcasts to discuss video games and TTRPG storytelling. Richard lives in North Carolina, USA, and collects horror novels, ghost stories, single malt scotch, and autographed baseballs.



## FRANCK BOYER



Franck is a producer and game designer with over 24 years' experience in video game development including running 10 indie studios. Franck has worked on products across platforms ranging from AAA PC, mobiles and web. Franck's recent projects include *Hunting Grounds of the Great Spirit*, *Police Simulator Patrol Officers*, *Winky*, *Airlines Manager*, *Wakfu*, *Nanosec* and *Bouncing Journey*.



## ALICE KENT



Alice is a Narrative Designer and Games Writer with over a decade of experience working closely with narratives and storytelling. As a freelancer, she has collaborated with AAA and indie studios across a wide variety of projects, genres, and platforms. Most recently, Alice has been working on an in-development post-apocalyptic tabletop RPG centred on survival and factions. Alongside creating a world for the game and its characters to exist in, Alice has been designing game mechanics and components with narrative reasoning at the heart of her design process. Over her career, Alice has written for mobile, console, PC, and tabletop platforms. She has contributed narrative content for clients, including well-known studios such as Sumo Digital, Fish in a Bottle, Gamecrafters' Collective, and more. Her versatility spans writing for interactive fiction, scriptwriting, technical writing, marketing copy, and generating narrative pipelines. Alice's areas of expertise are in worldbuilding and character voice. She crafts worlds for players to explore and captures the essence of characters in her thoughtful dialogue. Alice's background in English Literature, combined with several years as an English teacher, gives her a rare and deeply theoretical understanding of narrative structures and character development. Alice has brought her passion for education to the games industry through mentoring and using her expert knowledge in learning theory to elevate player experience. Alice lives in Oxfordshire, UK, where she can be found delving into a fantasy RPG, roaming the countryside, cooking something delicious, and telling her cats how handsome they are.



## SALLY BLAKE



Sally Blake is the founder and CEO of Silent Games, a game development studio she co-founded after a successful career in both AAA and indie development. She has over 15 years' experience in game development giving her a deep understanding of high-stakes project delivery and effective collaboration across multiple studios.

Sally began her journey at Ubisoft Reflections, where she worked on globally recognised franchises such as Just Dance, Watch Dogs and The Division. She also recently worked on Yes Your Grace, Descenders, Hypnospace Outlaw, Spirittea and Emyreal. At Silent Games, Sally leads teams with a focus on ambitious, high-quality games and long-term growth. She guides her projects with a strong commitment to building motivated, supported and happy teams. Her leadership has earned recognition across the games industry, including the Women in Games Business Impact Award in 2023, as well as several shortlistings and commendations for mentorship, advocacy and her contribution to the wider games community.



# JOEL BLAKELY



A 20-year veteran in the game industry, Joel has worked on multiple games throughout his career either as a senior or lead character artist. His shipped titles include Justice League Heroes, Lord of the Rings/War in the North, Guardians of Middle-Earth, Middle-Earth/Shadow of Mordor, Shadow of War, Crucible, Bowser's Fury, Forza Motorsport 8, XDefiant and multiple medical-based applications with LevelEx. Joel is one of the founders of Singularity Forge and is currently working as the lead artist on a project that is yet to be announced. He teaches classes in 3D modeling, texturing, material creation, 3D creature design and 3D costume design. at the Northwest College of Art & Design as well as DigiPen Institute of Technology. Outside of his work in games, Joel is a musician and long-time practitioner of Ohshima Shotokan Karate (Shotokan Karate of America). He holds the rank of Godan (5th degree blackbelt).



# SAM STRIKER

Sam Striker is an audio entrepreneur and interdisciplinary game audio specialist with almost two decades of experience across studio production, sound design, foley direction, game music, and technical implementation. He has founded and scaled multiple audio businesses, delivering work for clients such as Warner Bros, Tinybuild, Coca-Cola, and Six Flags. Sam's background includes building flexible audio pipelines, directing custom recording sessions, creating dynamic audio behavior, and integrating content in Unreal, Unity, Wwise, and FMOD. He teaches from real-world experience and focuses on how audio teams operate, how production workflows are structured, and how creative ideas are translated into functional game systems.



# BROOKE BURGESS



Brooke Burgess is an award-winning writer, narrative designer, and interactive producer with over two decades of experience working at the crossroads of indie, AA, and AAA game development, contributing narrative design, worldbuilding, and character systems to a wide range of interactive projects. Brooke's projects include Need for Speed III Hot Pursuit, Need for Speed Porsche Challenge, Beetle Adventure Racing, 007 Racing, SSX Tricky, KESSEN, Club Penguin, OZ: Broken Kingdom, Lineage (mobile), Warhammer: Carnage and Iron Maiden: Legacy of the Beast. Brooke's work is driven by a belief that narrative is not ornamental, but systemic —shaping player identity, choice, and consequence as deeply as mechanics or art direction. He is currently developing a dark-fantasy action-adventure built in Unreal Engine 5 and serves as a Narrative Director and consultant on next-generation RPG platforms exploring trust, agency, and free-form player expression. As a lecturer and mentor, Brooke focuses on helping students, emerging talent think like narrative architects rather than isolated writers. His teaching emphasizes clarity of intent, emotional truth, and the integration of story with gameplay systems.



# ELAINE GÓMEZ

Elaine Gómez a Puerto Rican and Dominican game designer with nearly a decade of experience in game design and development. She is an enrolled tribal member of Higuayagua Taino of the Caribbean. In January 2023, she founded independent game studio, Midnight Hour Games, and went on to develop and direct the award-winning mobile game, Blink Land, in collaboration with the American Optometric Association. The studio is currently developing its second title. Elaine is also co-founder and President of Latinx in Gaming, an award-winning non-profit organization dedicated to increasing representation, building community and providing resources to Latin American game developers, creators and students across the US, Latin America and the Caribbean.



## JARED YEAGER



Jared Yeager is a video game production leader with 20+ years of publishing and IP development experience across multiple teams including Disney, 20th Century Studios, Razer, Capcom, Jam City, and Activision. Jared is currently the head of developer relations at Oncade, investor partner at Indie Fund, awards jury co-chair at IndieCade, advisor to multiple studios, and an adjunct professor at USC, teaching game design and production.



## JÉRÉMY HARTVICK



Jeremy is a Game Director and freelance game development consultant with over a decade of experience across AAA, AA, and independent game production. He is currently Game Director at Deck13 Interactive where he rebuilt the Game Design department from the ground up, defining its structure, culture, hiring strategy, and development processes. Jeremy leads a multicultural team of more than 20 designers and team leaders across combat design, 3Cs, systems design, UX, quests, level design, and technical design. Before this role at Deck13 Interactive, Jeremy worked as Senior Combat Designer and Lead Game Designer at Rockstar North in Edinburgh as an Open World Designer on Red Dead Redemption 2 and Grand Theft Auto VI. There, he contributed to gameplay systems, missions, NPC behaviors, and scripting within Rockstar's proprietary RAGE engine, gaining deep exposure to large-scale AAA production pipelines and quality standards.

Alongside AAA development, Jeremy has also worked on AA and indie projects at studios such as The Game Bakers (Furi), Eugen Systems (Act of Aggression), and Force Field VR (Term1nal).



## GUEST LECTURE SUBJECTS

During the two-year course, all students will be able to attend a series of seminars from our international panel of guest speakers. The key topics include:

- Narrative writing for games
- Cinematic lighting in AAA games
- Character creation for AAA games
- Dynamic audio generation for games
- Generative AI in game animation
- Photorealistic character creation for AAA games
- Introduction to modern game production pipeline
- Introduction to game design document creation
- Milestone planning and risk management for games
- Budgeting for game production
- UI/UX design strategies for games
- Introduction to LiveOps game community management
- Introduction to game streamer marketing
- Video game PR in the era of social media
- Game marketing strategies for Steam
- Introduction to QA and game certification for home consoles (Sony PlayStation 5, Microsoft Xbox Series X, Nintendo Switch 2)
- Video game marketing using analytics
- Introduction to VR game development
- Introduction to MR game development
- Immersive sound design for AAA games
- Setting up an indie game studio
- A battle as old as time (game developers vs game publishers)
- Game development tales from the trench
- User acquisition strategies for mobile games

## EMPLOYMENT CELL



Towards the end of the postgraduate diploma course, our Employment Cell works with the graduates to prepare their individual CVs and portfolios. The Karma Play Academy Employment Cell maintains a database of over 2,000 game developers and publishers from around the world including India. The Employment Cell directly arranges interviews between the students and interested employers. Typically, around 80 percent of all DigiPen graduates get a job offer through campus interviews. All students will be able to use screenshots and videos from their second-year internship project in their portfolios. Students will also be able to upload these screenshots and videos to their social media accounts.

## STUDENT ACCOMMODATION



All students who require accommodation will be provided with one. In addition to a private bedroom, all student accommodation includes modern amenities such as refrigerator, microwave oven, washing machine, LED TV and broadband Wi-Fi

## FACILITIES



Our campus is equipped with all the cutting-edge facilities required for modern game development. All students will get access to a dedicated game development workstation for the duration of the course. We also have a Gaming Room featuring the latest gaming hardware including the Sony PlayStation 5, PlayStation VR2, Microsoft Xbox Series X and Nintendo Switch. There are also separate AI and touchscreen enabled conference rooms with projectors and speakers for the weekly lectures.

# COURSE OVERVIEW

## - Postgraduate Diploma in Digital Arts

The Diploma in Digital Arts is a one-year, three-trimester intensive program designed to prepare graduates for careers in game art and real-time production. The program emphasizes Unreal Engine mastery alongside foundational art training, ensuring readiness for studios built around real-time pipelines. The curriculum begins with core visual and 3D foundations, then advances into Unreal-driven modeling, animation, VFX, lighting, and environment building. Each trimester culminates in a Game Art Project, with later projects conducted collaboratively with programming peers to simulate professional production workflows. By completion, graduates will have produced a portfolio of Unreal-integrated assets, environments, and a capstone game project, demonstrating industry-standard proficiency in texturing, lighting, rendering, and environment design.

## - Postgraduate Diploma in Game Programming

This intensive one-year game development program trains computer science graduates to become professional Unreal Engine developers through three progressive trimesters.

Leveraging students' existing CS foundations in data structures, algorithms, and software engineering, the curriculum focuses on game-specific implementations of mathematics, advanced C++ patterns for game engines, and deep technical specialization in graphics, physics, AI, and multiplayer networking. Students master modern C++ for games, mathematical implementation for real-time systems, Unreal Engine 5, and professional game development practices. Through three progressively challenging team projects, each integrating more complex systems, students develop the technical expertise and collaborative skills necessary for immediate contribution to professional game development teams as engine programmers, graphics programmers, or senior gameplay engineers.

# CONTACT US



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