

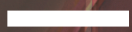


**Universal
University**

— The future is here —

Rubika[∞]

GAME DESIGN



**BUILD YOUR PASSION
INTO YOUR CAREER**

B.Des

BACHELOR OF DESIGN
SPECIALIZATION IN GAME DESIGN
DEGREE AWARDED BY
UNIVERSAL AI UNIVERSITY

M.Des

**5 YEARS INTEGRATED
MASTER OF DESIGN**
SPECIALIZATION IN GAME DESIGN
DEGREE AWARDED BY
UNIVERSAL AI UNIVERSITY

CRÉDITS: BATTLE CARS (2020)

WWW.UNIVERSALAI.IN/RUBIKA-EDU/





CREDITS: HAU AWAY (2020)



ABOUT UAIU

Nestled in the breath-taking location of Karjat, surrounded by mountains **Universal AI University (UAIU)** isn't just a place of learning, it is a gateway to the future of technology.

Universal AI University is India's first University in Mumbai for AI and technology focused education. It offers a unique blend of cutting-edge curriculum, industry-renowned faculty, and state-of-the-art facilities, preparing the students to thrive in the ever-evolving world of artificial intelligence, machine learning, and other emerging technologies.

With a focus on practical learning and industry collaborations, Universal AI University aims to equip its graduates with the skills and knowledge needed to thrive in the ever-evolving world of technology.

With focus on hands-on experiential and immersive learning, industry partnerships backed by 60 global CEOs, and real-world CMAPS (Collaborative Multidisciplinary Approach towards Problem Solving) projects is one of it's kind.

With UAIU the students are at the forefront of shaping the future with AI technology to make themselves fully equipped to be future ready. *Become a part of the AI revolution!*

THE CURRICULUM



CYCLE **BACHELOR**

ADMISSION BASED ON WRITTEN TEST + INTERVIEW + PORTFOLIO



FOUNDATION	DEVELOPMENT	IMPLEMENTATION
+ 850 HOURS OF LESSONS	+ 850 HOURS OF LESSONS	+ 850 HOURS OF LESSONS
INTERNSHIP OPTIONAL	INTERNSHIP OPTIONAL	INTERNSHIP 3 MONTHS
PROJECTS ★ CREATION OF A BOARD GAME + VIDEO GAME	PROJECT ★ CREATION OF 2 VIDEO GAMES	PROJECT ★ CREATION OF A MOBILE BASED GAME

★ Projects may vary

ABOUT RUBIKA



+4000
ALUMNI NETWORK
AROUND THE WORLD

RUBIKA was founded in Valenciennes, France in 1988 with an objective to offer world class training in the fields of Animation, Film Making, Video Game Design and Industrial Design. The school has set a global benchmark in these fields by offering an industry-oriented project based pedagogy, collaborating with industrial partners and leveraging the alumni network.

The training programs at RUBIKA are designed keeping in mind the present and emerging industrial needs, enhancing global employment prospects and opportunities in well-known design studios and companies.

↓ INTEGRATED MASTERS

4TH
YEAR

5TH
YEAR



MASTERY **EXPERTISE**

+ 850 HOURS
OF LESSONS

+ 850 HOURS
OF LESSONS

INTERNSHIP
2 - 4 MONTHS

INTERNSHIP
3 - 6 MONTHS

PROJECT ★
PRODUCTION
+ PUBLICATION
OF A VIDEO GAME

PROJECT ★
PRODUCTION
OF A PROTOTYPE
OF VIDEO GAME +
PRESENTATION
BEFORE A JURY

🚩 **JOBS & CAREER**
Creative Director
Game Designer
Level Designer
Producer
Narrative Designer
System Designer
Business Designer
Content Designer
Gameplay Designer
UX Designer
and many others...



B. Des 
BACHELOR OF DESIGN
SPECIALIZATION IN GAME DESIGN



AT THE END OF THE PROGRAM, I AM ABLE TO:

- **ANALYZE** a game from a creative and conceptual perspective
- **DEFINE** the set of rules, challenges and rewards governing how a game works (video and board)
- **DESIGN**, game mechanics, functionalities, artificial intelligence through scripting and programming
- **PRODUCE** high quality profession video game projects using real-time 3D techniques
- **CONTRIBUTE** in an existing production pipeline with my expertise and skills
- **DEMONSTRATE ORIGINALITY & CREATIVITY** in various projects
- **JOIN** a professional studio
- **MANAGE AND LEAD** a production team

IMAGINE THE GAME CONCEPTS OF TOMORROW!



+ JOB DESCRIPTION

Immerse yourself in one of the fastest growing industries. As a game designer, you will develop the game system to enhance the players' immersive and engaging experience. The program will help you develop your technical skills, collaborative and creative communication, participate in shared vision and demonstrate team and project management capabilities.

+ KEY SKILLS

Passion for video games, effective communication, team thinking, coding and programming, analytical skills, creativity, general knowledge, rigor and team spirit.

+ ELIGIBILITY CRITERIA

Minimum 50 % marks in Higher or Senior Secondary Level (Equivalent to Class 12) in any stream from a recognized board.

Candidates appearing for the final exam can also apply, however it will be subject to passing board exam and producing the results prior to the commencement of the academic session.

OUR PAST RECRUITERS



CONTACT US

CAMPUS ADDRESS

UNIVERSAL AI UNIVERSITY
KUSHIWALI, P.O. - GAURKAMATH
VADAP, KARJAT - 410201
MAHARASHTRA

 70260 23000

 info@universalai.in

 www.universalai.in