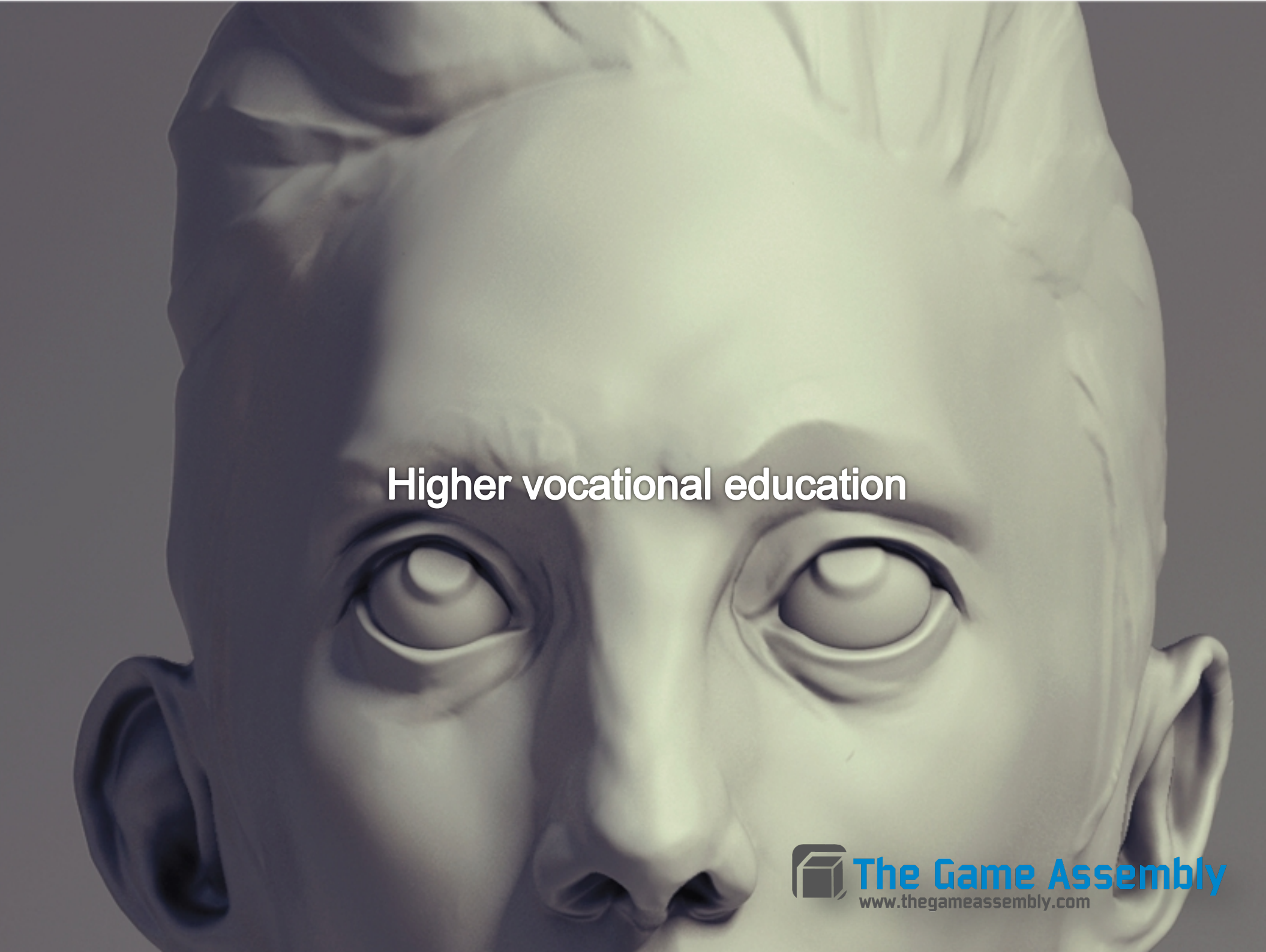




The Game Assembly

www.thegameassembly.com

Ann-Sofie Sydow and Heidi Nilsson
Education coordinators at The Game Assembly

A close-up, monochromatic image of a clay sculpture of a human face. The face has large, hollow, circular eyes that look directly at the viewer. The texture of the clay is visible, with some areas appearing smoother and others more textured. The lighting is soft, highlighting the contours of the face.

Higher vocational education

We make games

We have experienced teachers

We cooperate with the games
industry



Application process: portfolios, tests and interviews

2,5 years/1,5 years

Game Art, Game Programming, Level Design, Technical Artist

Cross disciplinary

We make our own game engines and tools

Agile, iterative, deadlines, constant feedback

Example:

Game, *Lair of the Madhat* (Dungeon Crawler - 1-2 players)

9 weeks/full time

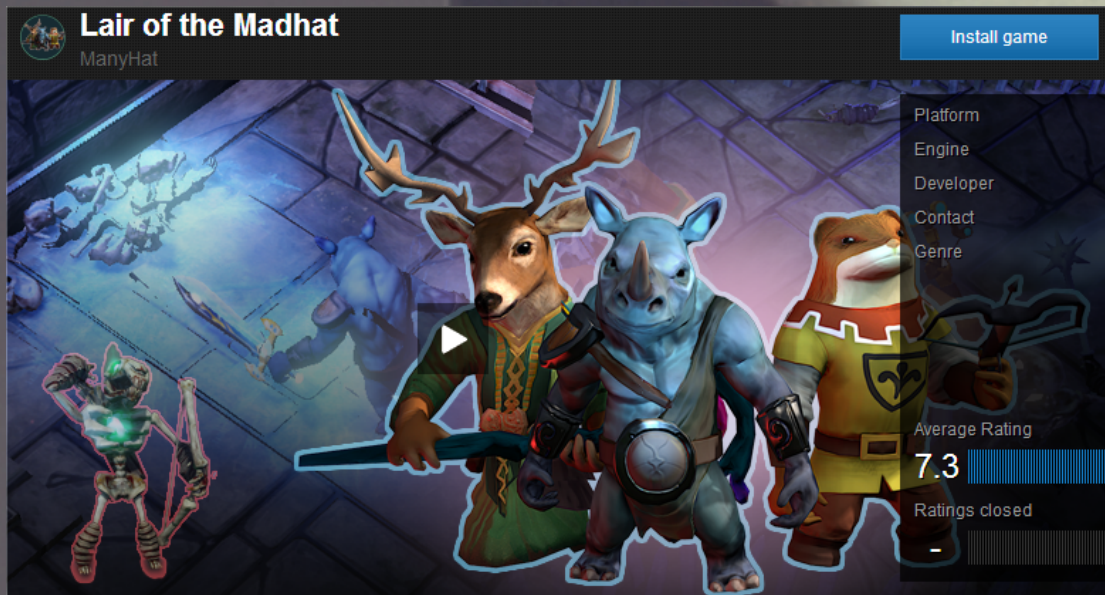
5 artists

4 programmers

3 level designers

93 679 visits

Free to download at Desura





Thank you!

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