



Global Game
& Animation
Education Summit
in China 2026

GGAES

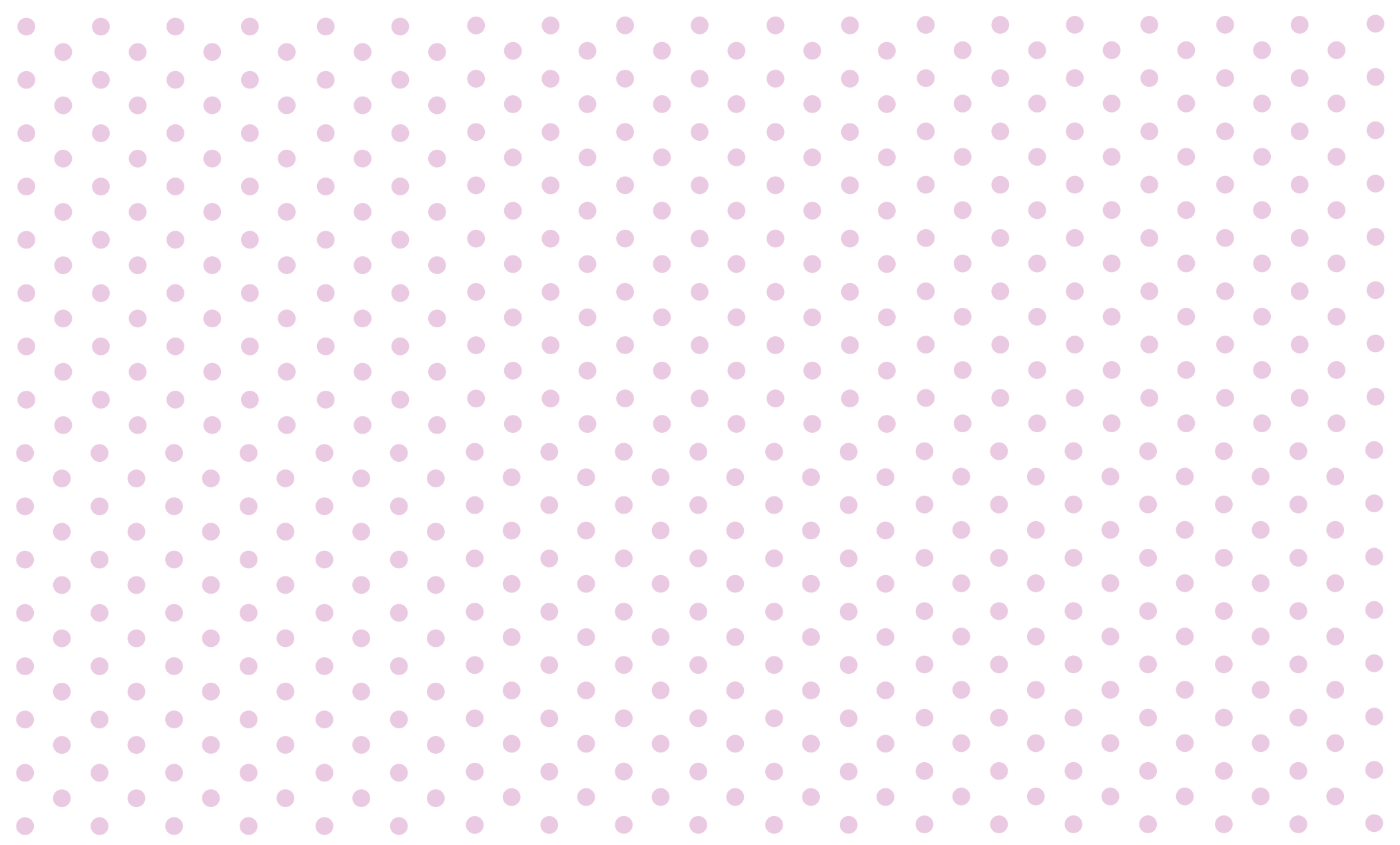
Global Game & Animation Education Summit Official Guide

2026



CONTENTS

A Welcome Message	2	Industry Insights Global Industry Guest Line-up	71
About GGAES	3	Corporate Partners	80
Summit Line-up	5	Summit Founder Kun	84
Summit Schedule	7	About ARTDiCO Organizer of the Summit	87
World-Class Institutions Global Academic Guest Line-up	11	Closing Remarks	92
		Appendices	



A Welcome Message

GGAES
Global Game & Animation
Education Summit

Connecting the world's leading game and animation schools with top industry studios.

Engaging the next generation of Chinese creators in game and animation.
Your one-stop gateway to global study and industry frontiers.

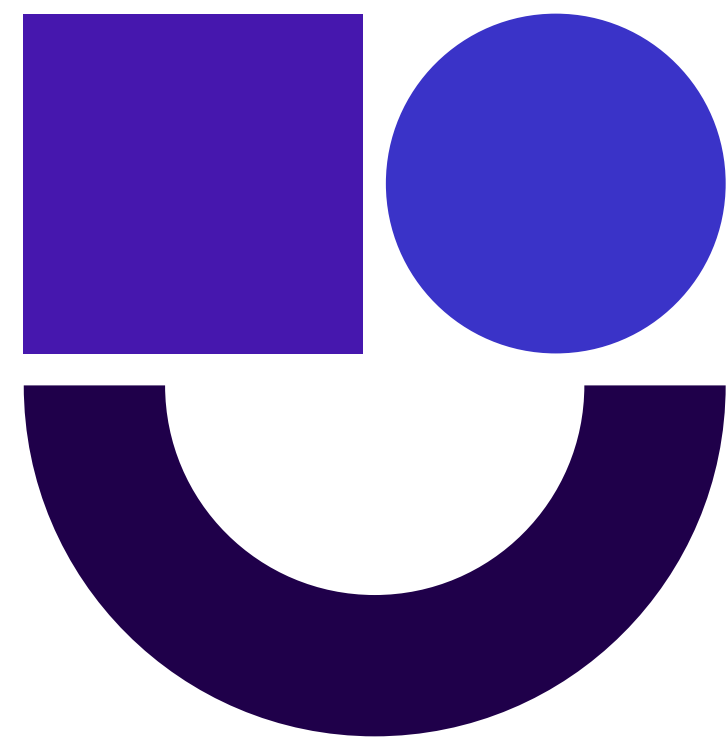
Meet the Schools



Meet the Industry



Meet Your Future



全球留学 游戏动画峰会

Global Game & Animation
Education Summit

About GGAES Global Game & Animation Education Summit

The Global Game and Animation Education Summit (GGAES) is an international platform designed for students and individuals seeking to enter the game, animation, and broader creative industries for educational and career advancement.

The Summit brings together leading global institutions and top-tier industry companies, convening admissions officers, academic faculty, industry leaders, renowned alumni, and experienced mentors to engage in open dialogue. These exchanges focus on key topics including study-abroad application pathways, career development strategies, and emerging industry trends. By consolidating first-hand admissions insights and practitioner-level industry experience, GGAES establishes a more efficient and transparent environment for information exchange.

At its core, the Summit functions as a point of integration between educational resources and industry opportunities. It aims to bridge persistent information asymmetries between academic pathways and professional outcomes, enabling participants to access world-class institutions and global game and animation industry opportunities with greater clarity and lower informational barriers.

Building on this foundation, GGAES places particular emphasis on supporting the growth of the next generation of Chinese game and animation creators — empowering them to develop a systematic understanding across study-abroad planning, career positioning, and global perspectives, and to identify the path that is truly right for them.

<https://ggaes.global/>



全球留学
游戏动画峰会
Global Game & Animation
Education Summit

ARTDiCO[®]
Portfolio 游戏动画

**Talk to the world. Get the industry. Find yourself.
This is GGAES — the Global Game & Animation
Education Summit.**



Dates: June 26–28, 2026 (China Standard Time)
Format: 3-day Online Event
Platform: Tencent Meeting



Global Game
& Animation
Education Summit
in China 2026

Organizer



Co-Organizer



Platinum Sponsor



Partner Sponsors





全球留学
游戏动画峰会
Global Game & Animation
Education Summit

Global Game
& Animation
Education Summit
in China 2026

Participating Institutions

ual: university
of the arts
london



CaLARTS

BU Bournemouth
University

ESCAPE
STUDIOS

University of
Staffordshire

DigiPen
INSTITUTE OF TECHNOLOGY

SMU
GUILDHALL

Abertay
University

GNOMON
SCHOOL of VFX & ANIMATION
for FILM & GAMES

Teesside
University

THE GLASGOW
SCHOOL OF ART

University of
Hertfordshire UH

TIS
COLLEGE

MAGES
INSTITUTE

Industry Speakers



HIGHER INSIGHTS
Strategic analysis for education

3

Summit Schedule

4

09:00 AM

Game Jams: The Ultimate XP Boost
Maria Burns Ortiz | Global Game Jam

09:30 AM

How We Become a Professional Game Artist — Leveling Up in SMU
Joowon Kim MacDowell | SMU Guillhall

10:30 AM

Storytellers Beyond the Algorithm: From students to creators of the stories you know
Patrick Schmid | CalArts

11:30 AM

Bridging Education and Industry: New Horizons in Immersive Media
Jae-Eun Oh | Hong Kong Polytechnic University

03:30 PM

Reshaping the Creative Paradigm:When AIGC Meets the Next Generation of Animation & Game Developers
Shaojun Sun, Irene Liu | Tencent Games

04:00 PM

Art Meets Technology: How UAL Empowers Game Creation Both Ways
Yi Tan | UAL Beijing Office

05:00 PM

From Concept to Screen: How Professional Game Artists Work at Escape Studios
Niccolo Temperanza | Escape Studios

09:00 AM

From Passion to Profession: Navigating Careers in Game Development and Beyond
Chris Ebeling | Education Advisor, Unreal Engine

09:30 AM

10 Questions You Should Ask Before Applying to School
Ryan Bown | Professor, Division of Games, University of Utah

10:30 AM

From Playing Games to Making Games: Careers in Game Development
Tan Yong Zhen, Matt Brunner | Digipen

11:30 AM

The Value of Entertainment Art: What Skillset is Needed as an Artist in the Industry
Kingston Chan | Head of Art, MAGES Institute

03:30 PM

How to Land Your First Job in Games: An Insider's Guide from Escape Studios
Philip Meredith | Head of Games, Escape Studios

04:00 PM

Games and Beyond: Game Art & Design In and Beyond the Entertainment Industry
Russell Miller, Daniel Livingstone | The Glasgow School of Art

05:00 PM

AI Reshaping the Creative Future: How Art Students Can Seize the New AI Track in the Media Industry
Xiaosong Yang | Bournemouth University

06:00 PM

The Future of the International Games Industry
Chris Headleand | University of Staffordshire

09:00 AM**Creative Fusion of the UE Physics Engine and Sensors****Jin Wang****| Unreal Engine Authorized Instructor****09:30 AM****Creature Design Pipeline: Starting the ZBrush Sculpt from a 2D Concept****Ashley Stegon****| Gnomon****10:30 AM****Designing the Future of Play: Where Game Design and Toy Design Meet Art, Industry and Imagination****Joffery Black, Darren Phillipson****| Otis College of Art and Design****03:30 PM****A World Leader in Games Education****Kieran Hicks****| University of Staffordshire****04:00 PM****Building a China-UK Creative Industry Talent Bridge: Teesside University's Perspective and Practice****Pingyao Sun****| Recruitment Manager, Teesside University****05:00 PM****Create the Unreal: Next Level Visual Effects Starts Here...****Ruth Falconer, Phillip Vaughan****| Abertay University****06:00 PM****From Pencils to Pixels: Training the Next Generation of Games and Visual Effects Artists****David Tree****| University of Hertfordshire**

4

**World-Class Institutions |
Global Academic Guest
Line-up**

ESCAPE

STUDIOS





Escape Studios

— A London-based powerhouse specializing in "studio-style" training for Animation, Games, and VFX—bridging the gap between education and immediate placement at world-leading creative studios.

Escape Studios stands as one of the UK's premier training studio for Animation, Games, and Visual Effects. Built on an "industry-driven" ideology, Escape Studio has the world-class industry network, maintaining deep partnerships with professional models in industry, including [Industrial Light & Magic](#), [Framestore](#), [DNEG](#), [Milk VFX](#), [Creative Assembly](#), [Cinesite](#), and [Blue Zoo](#).

Through an intensive collaboration with Epic Games, Escape Studios became [the UK's first Unreal Authorized Training Center and Unreal Engine Academic Partner](#). Additionally, Escape studio has international certifications from The Rookies and Houdini, offering a comprehensive education programs ranging from Undergraduate and Postgraduate degrees to intensive short courses.

Alumni of Escape Studio are the architects of the world's most iconic media. Their work spans Emmy-winning series like *Stranger Things* and *Obi-Wan Kenobi*, as well as Oscar and BAFTA-nominated films including *Avatar: The Way of Water*, *Black Panther: Wakanda Forever*, *The Batman*, *Elvis*, *Top Gun: Maverick*, and *The Banshees of Inisherin*. In the gaming sector, Escape graduates have contributed to critically acclaimed titles such as Assassin's Creed, Uncharted 2, and Forza Horizon.

Programs Offered

Undergraduate (Duration: 3-Year Bachelor's Program 4-Year Integrated Bachelor's–Master's Program)

- BA (Hons)/MArt Immersive Media
- BA (Hons)/MArt Comics and Visual Storytelling
- BA (Hons)/MArt Concept Art and Experience Design
- BSc (Hons)/MSci Programming for Games and VFX
- BA (Hons)/MArt Motion Graphics
- BSc (Hons)/MSci Video Games Design
- BSc (Hons)/MSci Technical Art for Games & VFX
- BSc (Hons)/MSci Character Creation for Animation, Games & VFX
- BA (Hons)/MArt The Art of Computer Animation (2D)
- BA (Hons)/MArt The Art of Video Games
- BA (Hons)/MArt The Art of Visual Effects
- BA (Hons)/MArt The Art of Computer Animation (3D)

Postgraduate (Duration: 1 Year)

- MA Entrepreneurship for the Creative Industries
- MSc Programming for Games and VFX
- MA UI/UX for Games and Interactive Media
- MSc Game Design
- MA Concept Art and Experience Design
- MSc Technical Art for Games and VFX
- MA Motion Graphics
- MA 3D Animation
- MA Character & Creature Creation
- MA Game Art
- MA Visual Effects Production (Compositing / 3D)

Ranking

2

Immersive Media Schools
Global No. 2
(The Rookies 2025)

5

Console Games Schools
Global No. 5
(The Rookies 2025)

28

Development Schools
Global No. 28
(The Rookies 2025)

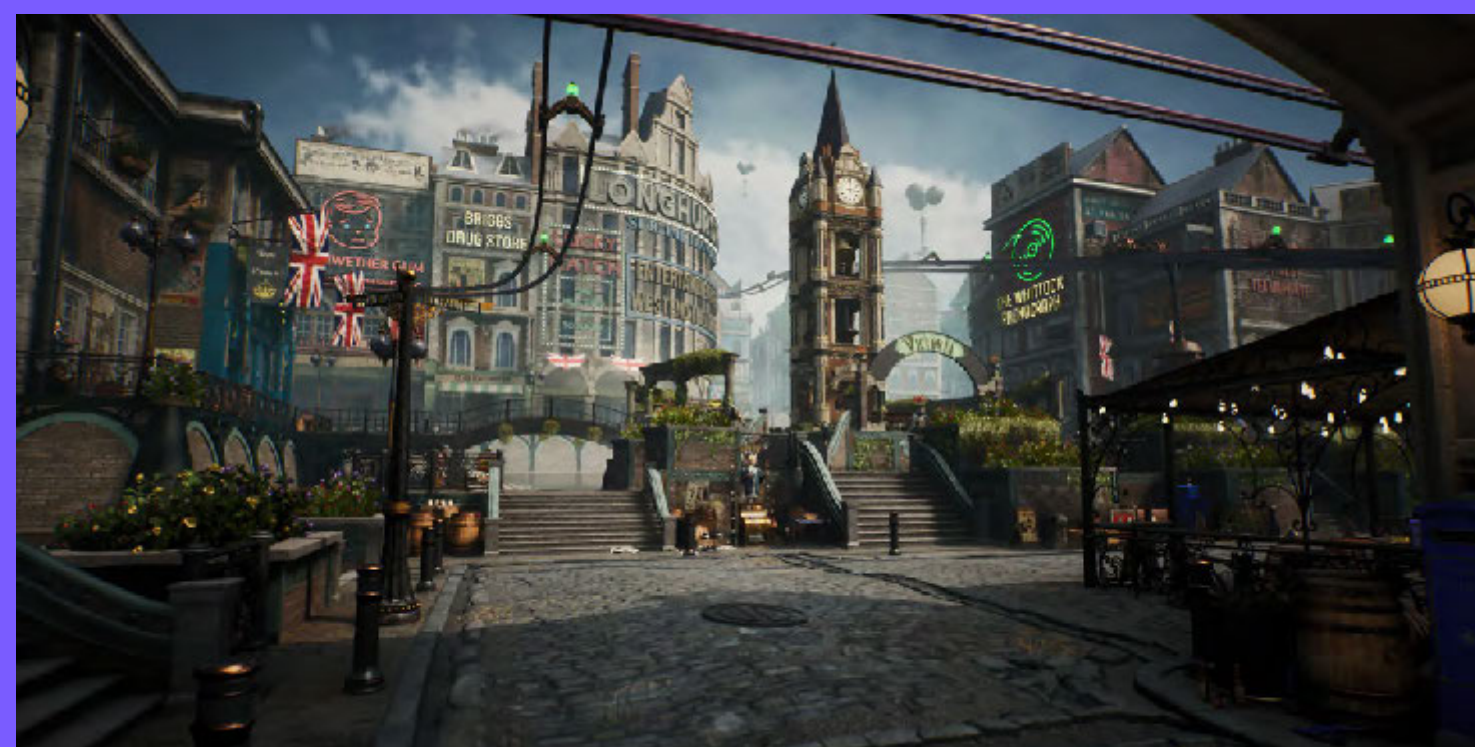
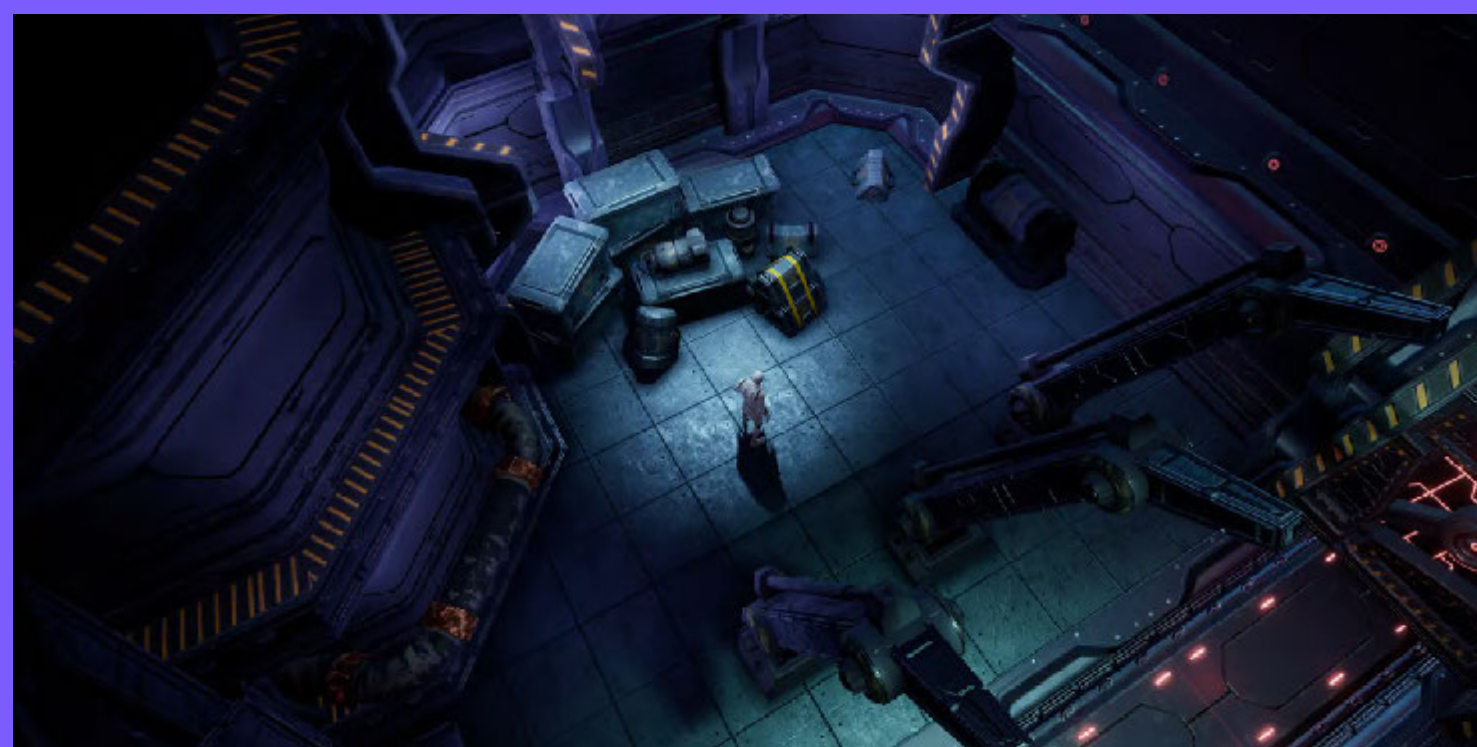
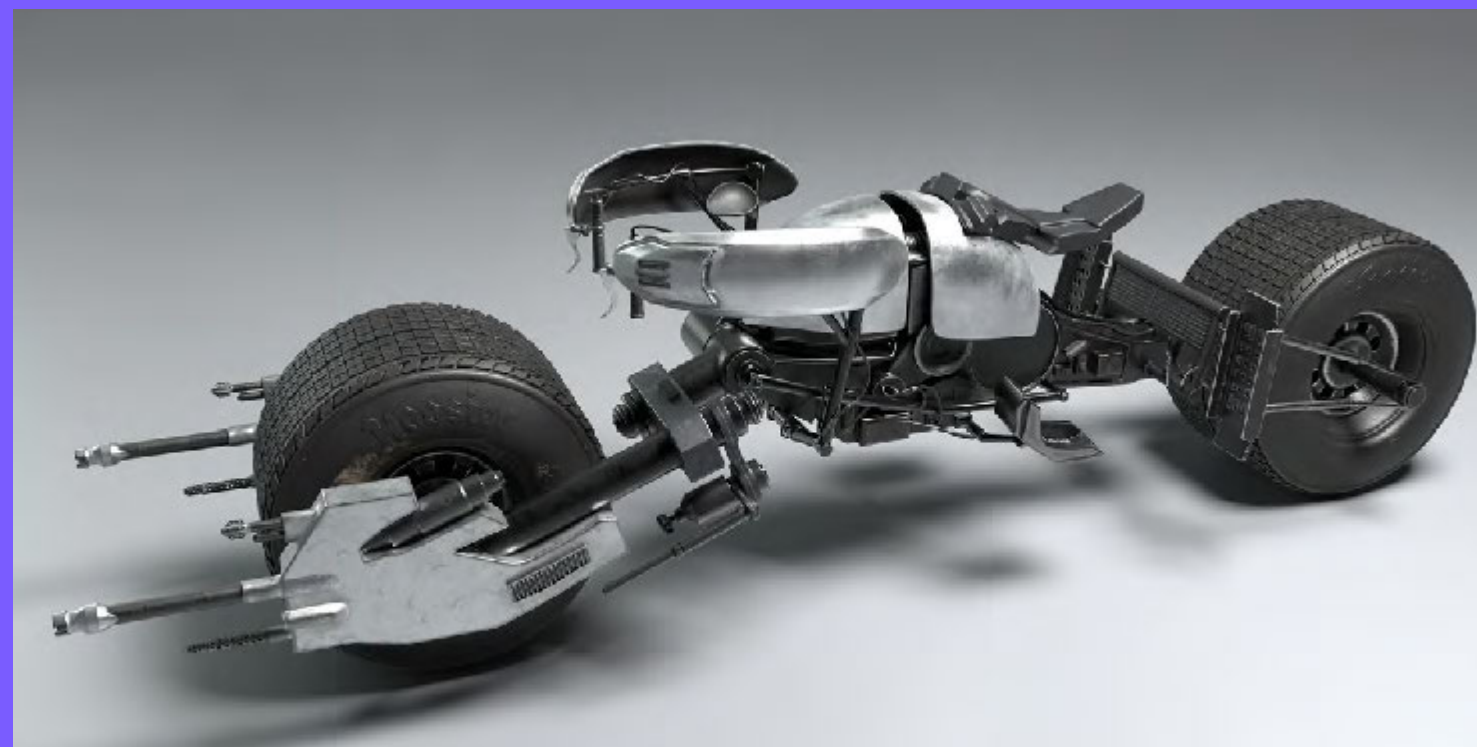
4

2D Animation Schools
UK No. 4 / Global No. 12
(The Rookies 2025)

5

UK No. 4
(Animation Career Review)

Student Portfolio



Guest Profiles



“ Niccolo Temperanza

Game Art Tutor, Escape Studios
Senior game art professional with
extensive industry experience
Environment Artist at Warcave (Belgium)
on Black Legend
Contributed to interactive experiences
including BBC's Green Planet AR
Experience and Sky's Lost Origins

Summit Topics:

From Concept to Screen: How Professional
Game Artists Work at Escape Studios

Day1 — 2026.6.26 5:00 PM



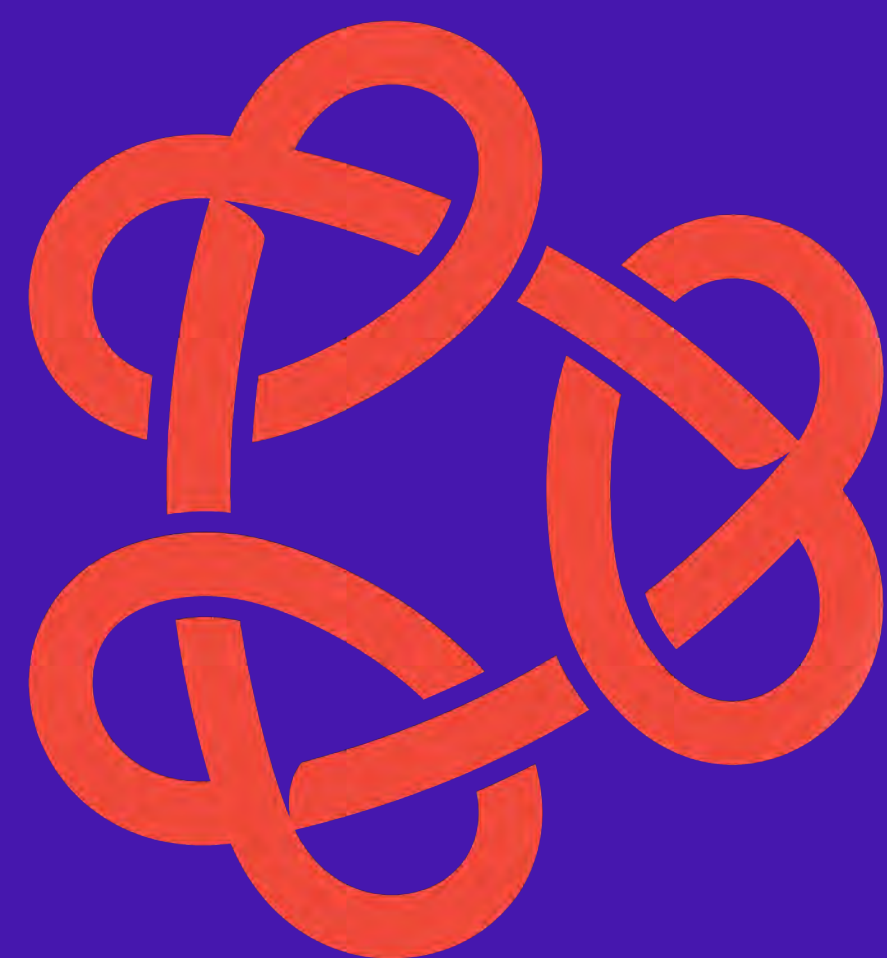
“ Philip Meredith

Head of Games, Escape Studios
Released thirteen video games including,
Harry Potter: Deathly Hallows, Silent Hill:
Shattered Memories, Runescape, Overlord
Senior Game Artist and Game Design Artist

Summit Topics:

How to Land Your First Job in Games:
An Insider's Guide from Escape Studios

Day2 — 2026.6.27 3:30 PM



University of
Staffordshire

1ST
IN THE UK



University of
Staffordshire

FOR GAMES

Study at the **TIGA Best Educational
Institution** 2024 & 2025

TIGA GAMES INDUSTRY
AWARDS 2025

www.staffs.ac.uk/go/games





University of Staffordshire

—British game design top-tier university, renowned for its "industry-direct" philosophy and high-employ rate, serving as a vital launchpad for the next generation of gaming professionals.

Located in Stoke-on-Trent, Staffordshire University is a leading UK public institution known for its practice-based learning and strong focus on graduate employability. As an **applied creative technologies university**, it bridges artistic creativity and technical expertise, preparing students for careers in the global digital economy.

The university offers comprehensive pathways across the game development pipeline, including Game Design, Programming, Game Art, Technical Art, UX, and Games Research. Its project-driven approach mirrors professional studio workflows, guiding students from concept development and prototyping through to final production and QA.

Students train with industry-standard tools such as Unreal Engine and Unity, supported by professional game labs and world-class Esports facilities. Staffordshire was also among the first universities to establish Esports as a dedicated academic degree pathway.

Through partnerships with industry leaders including **Codemasters, Rebellion, and Sumo Digital**, students benefit from collaborative projects, industry-informed curricula, and recruitment opportunities. The university's games and animation programmes are designed to industry standards, ensuring graduates are well-prepared for professional digital content production.

Programs Offered

Undergraduate Duration: 3 Years

- BA (Hons) Animation
- BA (Hons) Concept Art for Game and Film
- BSc (Hons) Computer Gameplay Design and Production
- BA (Hons) Game Arts

Postgraduate Duration: 1–2 Years

- MSc in Computer Game Design
- MSc in Professional Game Development

300

mock interviews each year
115 students met 64 industry professionals from 17 companies

100

mentorships each year through our Games Industry Mentorship Initiative
45 developers from 18 games studios

167

touchpoints with Games industry professionals every year

700+

graduates have used their games skills with relevant industries in the last 5 years

100+

guest lectures with industry partners in 2025

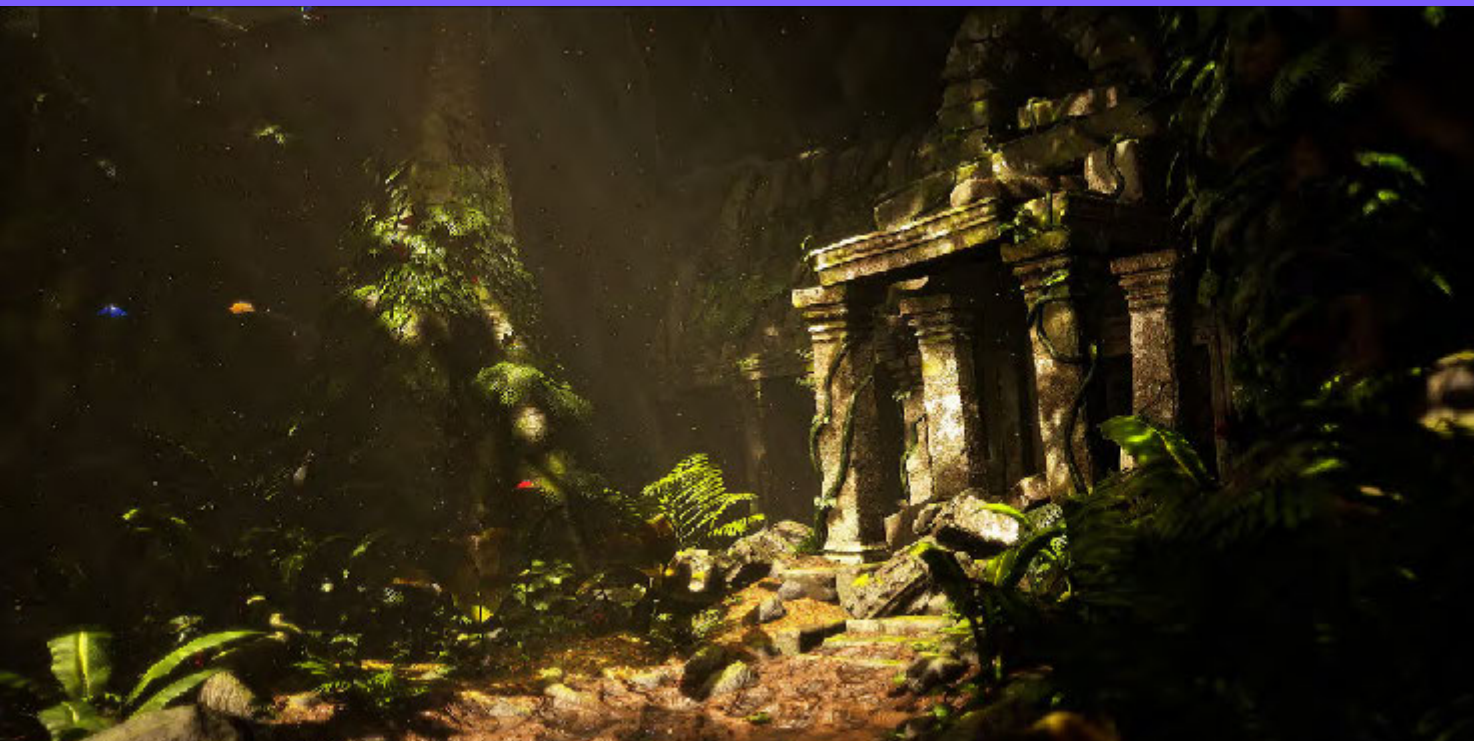
80

industry guests at GradEx in 2025

Your path into the Games Industry starts here



Student Portfolio



Ranking

1

Game Development: UK No. 1
(The Rookies 2025)

14

Game Development:
Global No. 14
(The Rookies 2025)

2

Concept Art: UK No. 2
(The Rookies 2025)

1

Best Educational Institution:
No. 1
(TIGA Games Industry Awards 2024 & 2025)

1

Graduate Prospects: UK No. 1
(GamesSchools.com)



TIGA: Best Educational Institution (2024 & 2025)

— Awarded the title of the UK's
premier game education
provider for two consecutive years

Guest Profiles



“ Christopher Headleand

Head of Department — Digital, Technology, Innovation & Business, University of Staffordshire
Research focuses on Virtual Reality, Visualisation, Serious Games, and Digital Education
National Teaching Fellow of the Higher Education Academy

Summit Topics:

The Future of the International Games Industry

Day2 — 2026.6.27 6:00 PM



“ Kieran Hicks

Course Director — Digital, Technology, Innovation & Business, University of Staffordshire; Research focuses on game design with a particular emphasis on juicy game design
Teaching Fellow FHEA

Summit Topics:

A World Leader in Games Education

Day3 — 2026.6.28 3:30 PM



Abertay
University®



(Partner Sponsors)



Abertay University

— The first university in the world to launch a dedicated video games degree, born in Dundee—the birthplace of *Grand Theft Auto*—Abertay has been ranked the No. 1 institution for game design in Europe for consecutive years, serving as the ultimate academic bridge to the global games industry.

Abertay University is located in central Dundee, Scotland. In 1997, it introduced the world’s first degree explicitly named in “Computer Games” — the MSc Computer Games Technology — marking a pioneering milestone in higher education for game development.

This legacy is closely tied to the city itself. Dundee is the birthplace of *Grand Theft Auto (GTA)* and *Lemmings*. Dave Jones, founder of DMA Design (now Rockstar North), was closely involved in shaping Abertay’s earliest game degree curricula, embedding strong industry roots into its academic framework. Today, Dundee is home to one of the UK’s largest clusters of game studios and is the country’s only UNESCO “City of Design,” with major studios such as *Rockstar North* and *4J Studios* (developer of the console editions of Minecraft) based there, placing students in a true “game city” environment.

Abertay follows a “*studio-as-classroom*” philosophy, where students from day one work in cross-disciplinary teams to develop playable games, mirroring real studio workflows. The university is accredited by TIGA, BCS, and The Rookies, and is supported by industry-grade facilities including one of Europe’s largest PlayStation 5 development labs, virtual production environments, and emerging technology centres.

Programs Offered

Undergraduate (Duration: 4 Years)

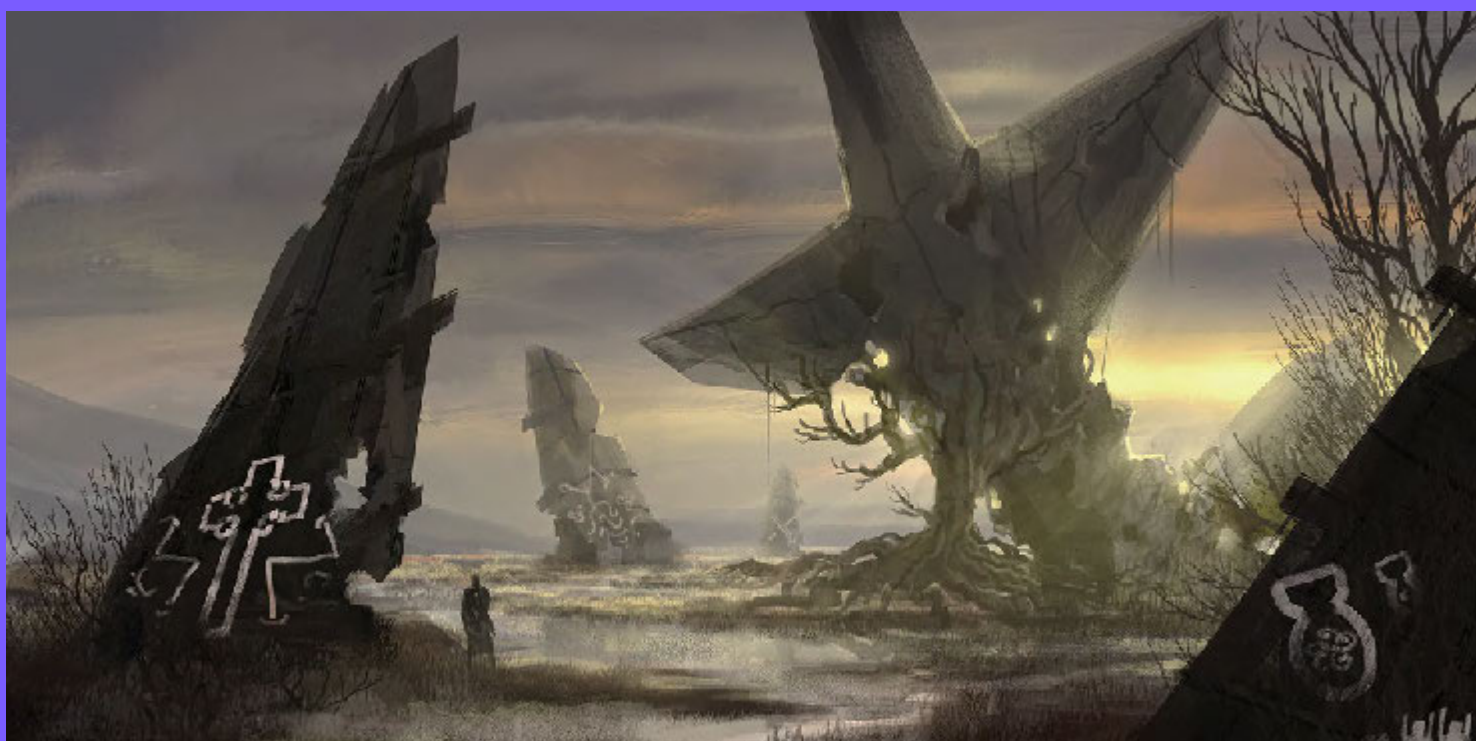
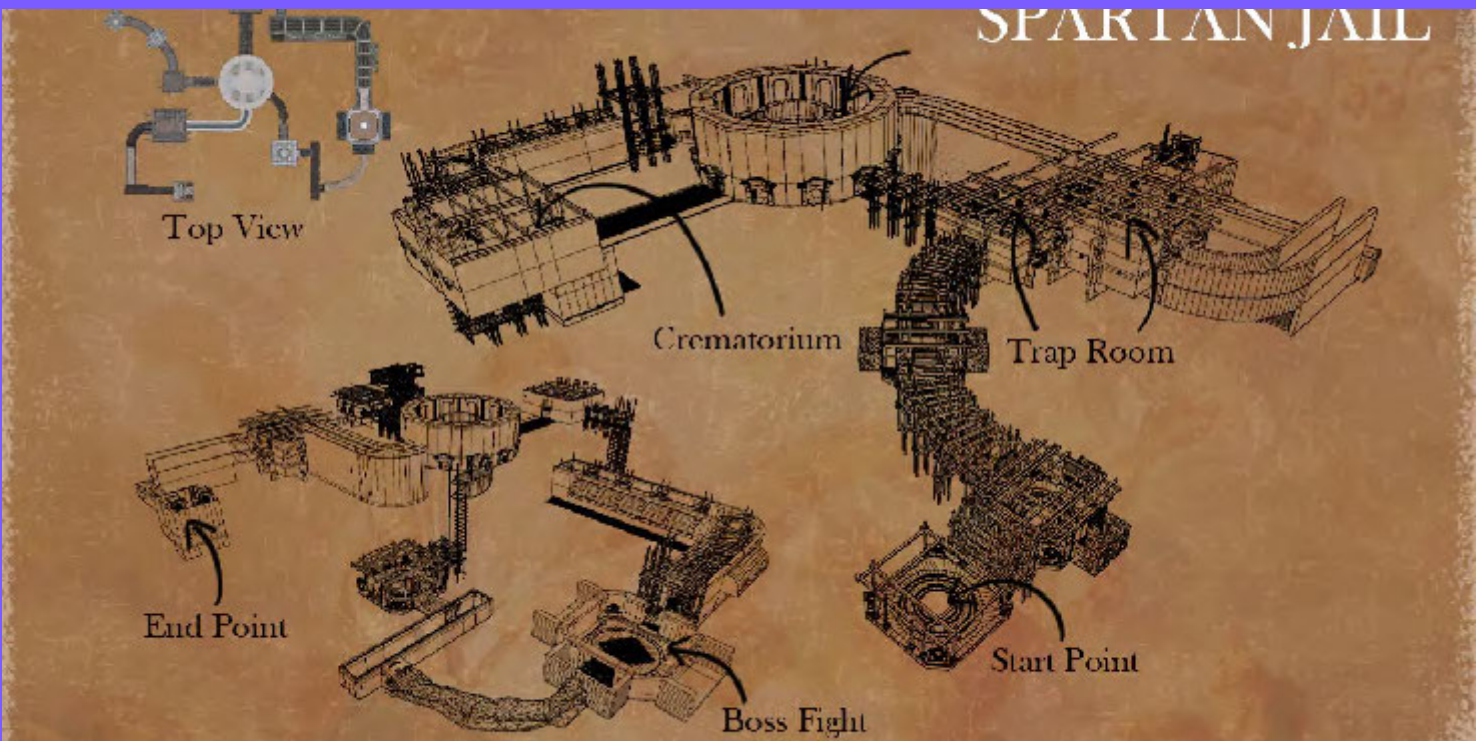
- BA (Hons) / Computer Arts
- BA (Hons) / Game Design and Production
- BSc (Hons) / Computer Games Technology

Postgraduate (Duration: 1 Year)

- MProf Professional Masters in Games Development
- MSc Game Art and Animation
- MSc Technical Art and Visual Effects



Student Portfolio



Ranking

#1

Best International School for Game Design #1

(The Princeton Review 2026 Game Design Excellence)

#5

Undergraduate Program Globally #5

(The Princeton Review 2026 Game Design Excellence)

#7

Graduate Program Globally #7

(The Princeton Review 2026 Game Design Excellence)

#Top

Scotland's first Rookies-certified institution for design, games, and digital arts.

(The Rookies)

#1

Modern University in Scotland for Game Design and Computer Arts #1

(Complete University Guide 2026)

Industry Accreditation



TIGA Accreditation
(UK Games Industry Association)



BCS Accreditation
(British Computer Society)



Centre for Excellence
in Computer Games Education



Rookies Certified School



Scotland's first Adobe Creative Campus



Sony PlayStation First Partner

Guest Profiles



Ruth Falconer

Head of Games Technology & Mathematics, Abertay University
Head of CreaTech Futures and Executive Committee Member,
CoSTAR National Lab; Editor, International Journal of Game Technology;
Adjunct Professor, Ontario Tech University;
80+ peer-reviewed publications and £9.5M in research
funding secured over the past 7 years

Phillip Vaughan

Senior Lecturer & Programme Leader,
MSc Technical Art & Visual Effects, Abertay University
Co-Investigator CoSTAR National Lab
BAFTA Member



Summit Topics:

Create the Unreal: Next level Visual Effects starts here

Day 3 — 2026.6.28 5:00 PM | Ruth Falconer, Phillip Vaughan

G N O M O N





Gnomon School of Visual Effects, Games + Animation

— Gnomon School of Visual Effects Game + Animation – Where the Classroom is a Studio and the Instructors are Industry Icons.

Founded in 1997 by Alex Alvarez, Gnomon School of Visual Effects Game + Animation has spent nearly three decades establishing itself as the world’s most reputable institution for CG arts. Gnomon’s dominance is reflected in the 2025 Rookies Rankings, where it swept the No. 1 spot in the U.S. for VFX, 3D Animation, and Game Design simultaneously. It has also been named the **No. 1 VFX school in the nation by Animation Career Review for four successive years.**

The campus is situated in the NoHo Arts District of North Hollywood—the epicenter of the global film, television, and gaming industries. The 45,000-square-foot facility features nine state-of-the-art computer labs, green screen stages, sculpture labs, drawing studios, and the renowned Gnomon Gallery, all designed to mirror a professional production environment. What sets Gnomon apart is its faculty: every instructor is an active professional currently working at places such as **ILM, Blizzard, Naughty Dog, DreamWorks, and Disney**, ensuring students are immersed in authentic Hollywood workflows from day one at school.



The impact of Gnomon alumni is etched into the history of modern entertainment:

Their credits include Oscar-winning films such as *Avengers: Endgame*, *Avatar: The Way of Water*, *Star Wars: The Force Awakens*, *Frozen*, *Zootopia*, and **Joker**.

In the game industry, Gnomon graduates have been instrumental in the development of AAA masterpieces like *The Last of Us*, *God of War*, *Ghost of Tsushima*, *Halo Infinite*, *Overwatch*, *Call of Duty*, and *Uncharted 4*.



Programs Offered

Undergraduate Program Duration: 4 Years

BFA in Digital Production

- 3D Generalist
- Entertainment Design

Certificates & Course

Foundation in Art

Certificate in Digital Production

Individual Courses



Ranking

(The Rookies 2025 Global Rankings)

1

VFX School in the U.S.
#1

1

3D Animation School in the U.S.
#1

1

Game Design School
in the U.S. # 1

Top¹⁰

Top 10 Creative Media
& Entertainment Schools Globally

1

VFX School in the U.S.
(4 Consecutive Years) # 1
Animation Career Review 2025

2

Private VFX School in the U.S.
2
Animation Career Review 2025

1

Recognized among the
Top Animation Schools in the U.S.
The Hollywood Reporter 2025

95%

**95% Graduate
Employment Rate**
Verified by independent third-party auditing
in compliance with ACCSC (Accrediting
Commission of Career Schools
and Colleges) standards

Guest Profiles

Digital Sculpting Teacher, Gnomon School of Visual Effects, Games + Animation
Senior Game Character Artist
Has contributed to high-profile productions,
including *Captain Marvel*, *Avengers: Infinity War*, *Star Citizen*,
and *The Mandalorian*.

working as a Senior Character Artist at Squanch Games,
recently launching High on Life 2.

Ashley Stegon



Summit Topics:

Creature Design Pipeline: Starting the ZBrush Sculpt from a 2D Concept

Day 3 — 2026.6.28 9:30 AM | Ashley Stegon

ual ■ university
■ of the arts
■ london

ual university
of the arts
london



The University of the Arts London (UAL)

— A world-leading art and design institution, nurturing global talent in games, animation, and visual arts.

The University of the Arts London (UAL), situated in London — the world's creative capital — stands as Europe's largest specialist institution for art and design. In the 2026 QS World University Rankings by Subject, UAL **secured 2nd place** globally for Art and Design, marking its eighth consecutive year among the world's top two institutions.

UAL's games education is primarily centered at [the London College of Communication \(LCC\) campus](#). In 2017, LCC established the Screen School, an integrated platform bridging traditional disciplines — such as film, television, and animation — with emerging fields like game design and virtual reality, fostering a unique cross-media educational ecosystem. Students have access to the dedicated Games Computing Lab, equipped with industry-standard tools including Unity, Maya, 3ds Max, Cinema 4D, and Arduino. Complemented by a 3D Workshop, Immersive Reality Lab, stop-motion studios, and sound suites, the college supports a comprehensive creative pipeline from initial concept to finished product.

At the undergraduate level, UAL offers two distinct pathways: BA (Hons) Games Design, focusing on game mechanics, systems, and gameplay; and BA (Hons) Games Art, emphasizing visual storytelling and aesthetic execution. Students collaborate with peers from animation and VR programs to co-develop original playable works, building industry-essential teamwork skills within authentic production environments.

At the postgraduate level, [MA Games Design](#) centers on experimental practice, challenging students to develop innovative prototypes through critical thinking and encouraging the use of games as a medium to address cultural issues and engage with contemporary society. Drawing on its location at the heart of London's creative hub, the program regularly hosts guest lecturers from the gaming and design industries, ensuring students maintain an ongoing dialogue with global industry leaders.

Programs Offered

Undergraduate Duration: 3 Years

BA(Hons) Games Design

BA(Hons) Games Art

Postgraduate Duration: 1 Years

MA Games Design

Ranking

(QS World University Ranking by Subjects 2026)



Art and design **Global No. 2**

(Top 2 Worldwide for Eight Consecutive Years)

Guest Profiles



Yi Tan

Academic Counsellor
Beijing Recruitment Representative
University of the Arts London (UAL)

Summit Topics:

Art Meets Technology: How UAL Empowers Game Creation Both Ways

Day 1 — 2026.6.26 4:00 PM | Yi Tan



THE
UNIVERSITY
of UTAH



The University of Utah

— The Gold Standard of Public Game Education in the U.S.: Ranked No.1 by U.S. News for three years in a row.

Founded in 1850, the University of Utah is a R1 research institution and the legendary "[Cradle of Computer Graphics](#)." Consistently ranked among the Top 100 nationally and Top 150 globally by U.S. News, the university serves as a powerhouse of innovation where technology meets creative expression.

At the heart of this excellence is the Entertainment Arts & Engineering (EAE) program, a perennial global leader that has held the prestigious #1 spot for public game projects in the U.S. News rankings for three consecutive years, alongside top-tier global recognition from the Princeton Review. Program established in 2007 as a pioneering collaboration between the College of Engineering and the College of Fine Arts, EAE was one of the first programs in the nation to recognize game development as an independent research discipline. The curriculum is defined by its signature "[Studio Simulation](#)", where students are organized into professional-grade teams—integrating art, design, programming, and production—to navigate the full development lifecycle from initial concept to commercial launch on platforms like Steam. This immersive approach seamlessly fuses art, humanities, and advanced computational research, covering everything from engine development and technical art to digital storytelling and game philosophy under the mentorship of world-class industry experts.

School located in Salt Lake City—one of America's fastest-growing "Silicon Slopes" tech corridors—the university is surrounded by a thriving ecosystem of indie studios and AAA powerhouses. This prime location, combined with EAE's unrivaled reputation, ensures that graduates are at the top of the recruitment list for industry titans such as Blizzard, EA, Riot Games, Naughty Dog, Disney, and Nintendo, consistently shaping the future of global interactive entertainment.

Programs Offered

Undergraduate Duration: 3 Years

Bachelor of Science in Games

Bachelor of Science in Computer Science, Entertainment Arts and Engineering Emphasis

Postgraduate Duration: 2 Years

Master of Entertainment Arts and Engineering

Ranking

1

Undergraduate program
#1 in Public Schools / #2 in University
(U.S. News 2025)

1

Game Design #1 in Undergraduate
of Public School/ #2
in Post-graduate program
(Princeton Review 2025)

1

#1 in Public Schools
#4 in U.S. University
(Animation Career Review)

Guest Profiles



Ryan Bown

MFA — Professor & Head of EAE, University of Utah
Over a decade of industry experience, having contributed to several published titles including EIRE and Disney Infinity 1.0 & 2.0
Chair, Education SIG, International Game Developers Association (IGDA)

Summit Topics:

10 Questions You Should Ask Before Applying to School

Day 2 — 2026.6.27 9:30 AM | Ryan Bown

SMU

GUILDHALL

SMU

GUILDHALL



SMU Guildhall (Southern Methodist University)

- The only graduate-level program in the U.S. to cover all four core fields of game development, ensuring students would have at least three commercially publishable game when graduate.

SMU founded in 1911 and situated in the heart of Dallas, Texas, is a prestigious private research institution renowned for its excellence in business, engineering, and the arts programs. SMU Guildhall, is an elite graduate school founded in 2003, located within SMU, at the direct behest of industry leaders to cultivate the next generation of visionary talents. As the nation's first graduate-level game development program, Guildhall remains the only institution of its kind to offer **comprehensive specialization** across all four critical disciplines: **Art, Design, Production, and Programming**.

Students of Guildhall are mentored by guest lecturers from world-class AAA and indie studios, working within cross-disciplinary "simulated studios" that mirror the pace and standards of professional development standard. Utilizing cutting-edge game engines, students navigate the full production pipeline, with each graduate completing at least three commercially viable 2D and 3D titles that are officially launched on platforms like Steam. In 2020, Guildhall elevated its academic standing by moving to the Gerald J. Ford Hall for Research and Innovation on SMU's main campus, providing students with top-tier art facilities and a premier research environment. With a powerful network of over 1,100 alumni across 350 global studios, involved in hundreds of the world's most successful games.

Programs Offered

Undergraduate Duration: 4 Years

Bachelor of Arts in Game Development

Postgraduate Duration: 2 Years

Master of Interactive Technology in
Digital Game Development (MIT)

Ranking

6

Game Design (Post-graduate School)
#6

(Princeton Review 2026)

1

Game Design and Development
#1

(Princeton Review 2025)

Guest Profiles



Joowon Kim MacDowell

Professor in Game Art and Production SMU Guildhall
Immersive Technology (VR/AR) Specialist
Extensive experience across game production,
immersive media, and digital health innovation

Summit Topics:

How we become a professional game artist - leveling up in SMU

Day 1 — 2026.6.26 9:30 AM

| Joowon Kim MacDowell





Teesside University (Tees)

— An for global powerhouses like miHoYo, Tencent, and NetEase, Teesside University is a cornerstone of UK creative education, renowned for its rigorous industrial-standard training.

Founded in 1930 in Middlesbrough, Teesside University stands as a prestigious pillar of British excellence in Animation, Games, and Visual Effects. Its reputation is backed by elite global standings, including being ranked No. 1 in the UK and No. 5 in Europe for Game Design and Development by GAMEducation 2025, as well as ranking No. 4 in the UK and No. 20 globally by Animation Career Review 2025.

As [the first Adobe Creative Campus in Europe](#), Teesside offers a world-class technical environment that rivals major production house. The campus offers a well-equipped digital creative stages, including cutting-edge LED virtual production walls, immersive experience spaces, motion capture volumes, and professional green screens. This infrastructure supports the university's flagship event, for example Animex which has been known as one of the UK's most influential international festivals for animation, VFX, and games. Animex serves as a direct bridge to the industry, regularly hosting experts from Rockstar, Pixar, Disney, Sony, ILM, and DreamWorks, allowing students to engage in face-to-face dialogue with global creative leaders.

The reputation of Teesside alumni is unparalleled within the international production pipeline. Graduates have contributed to successful commercial IPs such as [Spider-Man: Far From Home](#), [Star Wars: The Last Jedi](#), [Red Dead Redemption 2](#), and [Game of Thrones](#), with several alumni earning prestigious accolades including Emmy Awards. In the domestic market, Teesside graduates are highly sought after by industry leaders such as miHoYo, Tencent, NetEase, and Perfect World. Their career-level practical background of 3D game art, concept design, and VFX makes the Teesside's graduate stands out from hiring market.



Programs Offered

Undergraduate (Duration: 3 Years)

- BA (Hons) Animation
- BA (Hons) 2D Animation and Stop Motion
- BA (Hons) Games Art
- BA (Hons) Games Design
- BA (Hons) Concept Art
- BA (Hons) Visual Effects and Motion Graphics
- BSc (Hons) Games Development
- BSc (Hons) Games Programming

Postgraduate (Duration: 1 Year)

- MA Animation
- MA Visual Effects
- MA Concept Art
- MSc Games Development
- MA 2D Animation and Stop Motion

Ranking

1

Game Design and Development
in UK #1 / #5 in Europe

(GAMEducation 2025)

4

Top Animation School and College
in UK #4/ Globally #20

(Animation Career Review 2025)

1

Game and Animation Design school in
northeastern United Kingdom #1

(Guardian University Guide 2026)

Industry Accreditation



World
University
Rankings 2025

University of the Year – Times HigherEducation
(THE) Awards 2025



Europe's First Adobe Creative Campus
Recognizing excellence in digital literacy
and creative technology



Distinguished School

Apple Distinguished School
A center of leadership and educational excellence,
recognized globally by Apple

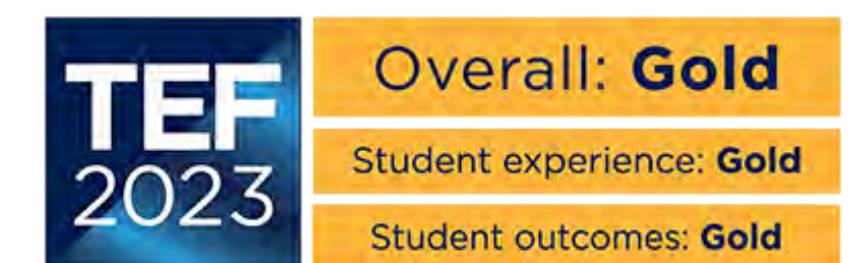


**HOUDINI
CERTIFIED
SCHOOL**

SideFX Houdini Certified Partner
An elite global designation for excellence
in VFX and procedural modeling



ScreenSkills Select Certified
Formally recognized by the UK's industry-led skills
body for the screen industries



Teaching Excellence Framework

TEF Gold / Silver Rating (2023–2027)
Awarded a 4-year certification under
the UK's Teaching Excellence Framework (TEF)

Guest Profiles



Pingyao Sun

Recruitment Manager, Teesside University China Office
Over 11 years of experience in the UK study-abroad industry
Advocate for Sino-UK arts and creative industries education

Summit Topics:

Building a China-UK Creative Industry Talent Bridge: Teesside University's Perspective and Practice

Day 3 — 2026.6.28 4:00 PM | Pingyao Sun

THE GLASGOW SCHOOL OF ART

THE GLASGOW SCHOOL OF ART



The Glasgow School of Art (GSA)

— A leading independent art school in the UK, ranked No. 8 globally and No. 3 in the UK for Art & Design (QS 2026). Known for its studio-based immersive approach, it excels in Game Design, Virtual Reality, and 3D Creative Practice.

Founded in 1845 as the Glasgow Government School of Design, is **the oldest and the only art schools in the Scotland**, renowned for cultivating some of the world's most influential artists, designers, and architects. In the 2026 QS World University Rankings by Subject (Art & Design), GSA ranked as 8th globally and 3rd in the UK, solidifying its status as a premier European institution for visual creativity. Its signature **studio-led, specialist approach to practice**-based learning draws a global community of creators driven by a shared passion for visual culture.

The GSA is comprised of four specialized schools: the School of Fine Art, the School of Design, the Mackintosh School of Architecture, and the School of Innovation and Technology (SIT). SIT serves as the hub for games, virtual reality, and immersive technology, covering the full technical pipeline—from game engine development and real-time 3D environments to VR/AR applications and serious game design.

Central to this ecosystem is the School of Simulation and Visualisation (SimVis). With over 20 years of expertise, SimVis maintains deep-rooted commercial partnerships across healthcare, broadcasting, cultural heritage, and the gaming industry. This collaborative environment ensures that student projects are directly integrated into real-world industrial applications and professional scenarios.

Programs Offered

Undergraduate Duration: 4 Years

BSc (Hons)/ Immersive Systems Design

- Games and Virtual Reality
- 3D Modelling

Postgraduate Duration: 1–2 Years

MSc Serious Games and Virtual Reality

Ranking

3

Globally# 8 / UK# 3

[QS World University Rankings
(Art & Design)]

88%

88% Research Excellence Framework in Art Design

(REF 2021)

Guest Profiles



Russell Miller

Academic Lead, GSA
30 years of experience in graphic design,
visual arts, and creative education
Collaborations include BBC, Sony Music,
IKEA, and more



Daniel Livingstone

Head of Academic Programmes (SIT), GSA
MSc Serious Games & VR Programme Leader
Principal Investigator,
JISC Virtual Worlds & VLEs Project

Summit Topics:

**Games and Beyond:
Game Art & Design In and Beyond the Entertainment Industry**

Day 2 — 2026.6.27 4:00 PM | Russell Miller, Daniel Livingstone

CalARTS

CaLARTS



California Institute of the Arts (CalArts)

— CalArts was initially envisioned by Walt Disney as the "artist's community". CalArts is the incubator for the creative minds behind Pixar and the Disney Golden Age, remaining the globally highly recognized for character animation school.

CalArts is a private art school in Santa Clarita, California. It was incorporated in 1961 as first degree-granting institution of higher learning in US Specifically for students of both the visual and performing arts. It was **Walt Disney's dream realized**: a multidisciplinary community where artists could collaborate across boundaries without limits.

From the legacy of the "Disney Nine Old Men" to the digital revolution at Pixar, CalArts alumni—known as "CalArtians"—have spearheaded every major leap in the animation industry. Their influence is visible in masterpieces such as *The Little Mermaid*, *The Lion King*, *Finding Nemo*, *Up*, *Zootopia*, *Spider-Man: Into the Spider-Verse*, and *Soul*. Since the inception of the Academy Award for Best Animated Feature in 2001, 13 of the winning films have been helmed by CalArts alumni, including an unprecedented seven-year winning streak from 2013 to 2019. As of 2021, the collective global box office for films directed by CalArtians has surpassed a staggering \$50 billion.

CalArts fosters an environment defined by artist-centered, cross-disciplinary creation. A rigorous mentorship model guides students through every stage of their development, from traditional hand-drawn techniques and direct-on-film experiments to cutting-edge digital animation and avant-garde media. Under the deep guidance of their mentors, students are encouraged to explore diverse technical and aesthetic paths with complete creative freedom. Each year, the campus serves as a primary recruitment hub for the world's elite studios. Representatives from *Pixar*, *Disney*, *DreamWorks*, and *Sony Animation* visit specifically to review student portfolios, offering direct internships and career placements to the next generation of industry leaders.

Programs Offered

Undergraduate Duration: 4 Years

- BFA Character Animation
- BFA Experimental Animation

Postgraduate Duration: 1–2 Years

- MFA Experimental Animation

Ranking



1 in U.S.

(For Six Consecutive Years)

Animation Career Review 2026

23

23 in Art & Design

(QS World University Ranking 2026)

Top 10

Top 10 in U.S.

(U.S. News & World Report
Best Art Schools in the U.S.)

Guest Profiles



Patrick Schmid

Assistant Director of Admissions,
School of Film/Video; Animation Programs

Summit Topics:

Storytellers Beyond the Algorithm: From students to creators of the stories you know.

Day 1 — 2026.6.26 10:30 AM | Patrick Schmid





Location: Redmond, Washington, United States
Additional campuses: Singapore; Bilbao, Spain

DigiPen Institute of Technology

— The world's first institution to offer a four-year degree in game development, DigiPen is located adjacent to Nintendo of America and Microsoft, utilizing high-intensity, project-based learning to forge students into "day-one ready" professionals for the game and animation industries.



Founded in 1988 in Vancouver and relocating to Redmond, Washington in 1998, DigiPen Institute of Technology occupies a unique position in higher education. To this day, it shares a building with Nintendo Software Technology (NST)—a connection rooted in its very origins, as DigiPen founder Claude Comair was also a co-founder of NST. This rare "co-habitation" of academia and industry forms the core philosophy of the DigiPen experience.

In 1998, DigiPen became a global trailblazer by launching the world's first four-year undergraduate degree in game development: the BS in Computer Science in Real-Time Interactive Simulation. However, its relationship with Nintendo dates back even further to 1990, when the two entities collaborated to create the world's first systematic curriculum for video game programming. From its inception, DigiPen has not merely been "near" the industry—it has been an integral part of it.

The impact of DigiPen graduates is staggering. Alumni have contributed to over 2,000 commercial titles, including recent masterpieces and TGA nominees such as *Elden Ring*, *God of War*, *Horizon Forbidden West*, *Baldur's Gate 3*, *Starfield*, and *Hades*. Almost every title that has defined the pinnacle of gaming aesthetics and technology over the last decade features the work of DigiPen graduates.

Despite being a specialized institution with a focused student body of fewer than 1,500, DigiPen is a primary destination for global talent scouts. In the 2024–2025 academic year alone, 140 game and technology companies visited the campus for guest lectures, recruitment drives, and collaborative projects. At DigiPen, having the industry "residing on campus" is not a marketing slogan—it is a daily reality.

Programs Offered

Undergraduate Duration: 4 Years

- BFA Digital Art and Animation
- BA Game Design
- BS Computer Science in Real-Time Interactive Simulation
- BS Computer Science in Computer Science and Game Design

Postgraduate Duration: 1–2 Years

- MFA Digital Arts
- MS Computer Science

Ranking

Princeton Review 2026 Global Game Design

6

Undergraduate #6

2

USA West #2

3

Postgraduate #12 USA West #3

Recognised by The Princeton Review as one of the world's top game design schools for 17 consecutive years (2010–2026)



Tan Yong Zhen

Dean of Arts, DigiPen (Singapore)
Department Chair – Animation and Production,
DigiPen Institute of Technology
Worked at LucasArts (San Francisco) on
Star Wars: The Force Unleashed



Matt Brunner

Program Director, BFA in Digital Art and Animation, DigiPen
Contributed to the design and development of the original Xbox console
Held the roles of Art Director, Cinematics Director,
and Experience Director at Microsoft across multiple titles
— most notably *Crimson Skies: High Road to Revenge*
Senior Houdini Specialist
Creator of the CG character mascots for M&M's

Summit Topics:

From Playing Games to Making Games: Careers in Game Development

Day 2 — 2026.6.27 10:30 AM | Tan Yong Zhen, Matt Brunner



BU Bournemouth University



Bournemouth University (BU)

— As the UK's gold standard for animation and visual effects, the National Centre for Computer Animation (NCCA) bridges the gap between academia and elite studios like Disney, Pixar, and ILM, placing students directly within the Hollywood production pipeline.

Bournemouth University (BU) **stands as the definitive standard for animation and VFX education in the United Kingdom.** At its established by the National Centre for Computer Animation (NCCA). Founded in 1989, the NCCA is one of the few research-led animation centers in the UK, driven by the philosophy of "Science in the Service of the Arts." In 2011, the center was honored with the Queen's Anniversary Prize, the highest accolade in UK higher education, recognizing its world-class contributions to the field of computer animation.

From *Avatar and Star Wars* to Pixar's flagship animated features, NCCA alumni are instrumental in the world's most sophisticated production pipelines. The center's graduate network includes numerous Oscar and BAFTA winners. Through deep-rooted industry partnerships with Disney, Pixar, DreamWorks, Industrial Light & Magic (ILM), and Epic Games, the curriculum remains at the cutting edge. Industry experts regularly lead classroom sessions, ensuring that student work meets the rigorous demands of front-line production.

Programs Offered

Undergraduate (Duration: 4 Years)

- BSc (Hons) Games Design
- BA (Hons) Computer Animation & Visual Effects
- BSc (Hons) E-Sports Digital Technologies

Postgraduate (Duration: 1-2 Years)

- MA 3D Computer Animation
- MA Digital Effects
- MSc Computer Animation & Visual Effects
- MSc Artificial Intelligence for Media

Ranking

1

No. 1 in the UK
No. 3 in Europe

(Animation Career Review 2025)

41

UK No. 41

(THE World University Rankings 2026)

Industry Accreditation



(UK Games Industry Association)



(UK Screen Industry Skills Body)



(Unreal Academic Partnership)



Rookies Certified School
(Industry-Recognised by The Rookies)



Houdini Certified School (SideFX Certification)

Guest Profiles



Xiaosong Yang

Associate Head of National Centre for Computer Animation,
Bournemouth University
Programme Leader of MSc AIM
at the National Centre for Computer Animation

Summit Topics:

**AI Reshaping the Creative Future:
How Art Students Can Seize the New AI Track in the Media Industry**

Day 2 — 2026.6.27 5:00 PM | Xiaosong Yang

OTIS COLLEGE

OTIS COLLEGE



Otis College of Art and Design

— A historic Los Angeles institution renowned for its nobility digital media and design programs, Otis focusing on the gap between artistic mastery and the front lines of the global entertainment industry.

Founded in 1918 was the first independent professional school of art in Southern California, Otis College of Art and Design is situated at the center of the world's creative capital. Leveraging its premier location. Otis defines itself through a rigorous, career-focused pedagogy that aligns artistic exploration with the high demands of the commercial sector. Its reputation is cemented by a prestigious alumni network active within global giants such as [Pixar](#), [Disney](#), [DreamWorks](#), [ILM](#), [Nickelodeon](#), [Netflix](#), [Apple](#), [Nike](#), and [Mattel](#).

Otis's programs in Animation and Game and Entertainment Design are built upon over 25 years of leadership in digital media education. The curriculum emphasizes a "production-oriented" philosophy, training students in the complete pipeline—from initial concept development to final output. Students during collage study would master competencies including: Character Design & 3D Modeling, Narrative Storytelling & World-building, Advanced Animation & VFX

As a [recognized by Toon Boom Centre of Excellence](#), Otis provides students with complimentary access to professional software like Harmony and Storyboard Pro. This is integrated with a suite of industry-standard tools including Unreal Engine, Maya, Houdini, and Substance Painter, ensuring graduates are fully equipped for modern film, television, and gaming production environments.

The STEM Advantage:

A significant draw for international talent is the BFA in Game and Entertainment Design, which is officially STEM-designated. This accreditation allows international students to apply for a 36-month Optional Practical Training (OPT) extension, providing a vital pathway for those seeking to establish long-term careers and gain invaluable professional experience within the U.S. game and entertainment sectors.

Programs Offered

Undergraduate Duration: 4 Years

BFA Digital Art and Animation

- BFA in Animation
- BFA in Animation: Motion Design

BFA in Game and Entertainment Design

Ranking

10

U.S. No. 10

Art & Object — Best Art Schools
in the U.S. 2025

18

U.S. No. 18

Animation Career Review (ACR)
Top 50 Animation Schools in the U.S. 2025

15

U.S. No. 15

ACR — Top 50 Illustration Schools
in the U.S.

10

California Top 10

ACR — Top 20 Animation Schools
in California

Guest Profiles



Joffery Black

Chair of Game and Entertainment Design
Worked at Heavy Iron Studios, working on games based on such popular IP as *Nickelodeon's Spongebob Square Pants* and *Disney/Pixar's The Incredibles*.
Helped build and lead the Animation and VFX programs at the Los Angeles Film School



Darren Phillipson

BFA Toy Design Lecturer
Toy Industry Executive/licensing companies including Lucasfilm Licensing, Disney Consumer Products, Dreamworks SKG and Mattel.
Mojo Nation 100 Finalist
Children's Entertainment Creator & Executive Producer

Summit Topics:

Designing the Future of Play: Where Game Design and Toy Design Meet Art, Industry and Imagination

Day 3 — 2026.6.28 10:30 AM | Joffery Black, Darren-phillipson

**University of
Hertfordshire UH**

University of Hertfordshire **UH**



University of Hertfordshire

— A premier UK institution for Animation, Games, and VFX, renowned for its practice-led pedagogy and direct industry pipelines, consistently securing top-tier positions in The Rookies Global Rankings.

Located in Hertfordshire, the University of Hertfordshire is a comprehensive institution famous for its practical excellence and international prestige in the digital arts. The university operates on an **"industry-first, project-driven"** model, leveraging its proximity to London's Soho creative cluster to maintain deep-rooted partnerships with titans such as Industrial Light & Magic (ILM), Creative Assembly, Blue Zoo, CD Projekt Red, Epic Games, and Rare. These collaborations provide students with authentic project briefs and high-value internship opportunities.

In a testament to its technical leadership, the University of Hertfordshire is an **officially certified Unreal Engine Gold Academic Partner**. This elite status ensures that the curriculum is deeply synchronized with the latest Epic Games technological ecosystem, granting students direct access to cutting-edge resources and industry-standard workflows.

The university specialized courses in 2D/3D Animation, VFX, and Games Art are meticulously designed to balance technical mastery with creative storytelling. The program structure is uniquely supportive:

- Year 1: Focuses on a comprehensive foundation in creative fundamentals and portfolio building across all digital disciplines.
- Year 2 & Beyond: Students transition into their chosen specializations (such as 3D Animation or Games Art) once they have a solid baseline of skills.

Programs Offered

Undergraduate (Duration: 3 Years)

- BA (Hons) 2D Digital Animation
- BA (Hons) 3D Animation and Visual Effects
- BA (Hons) 3D Games Art and Design
- BA (Hons) Comics and Concept Art
- BA (Hons) Digital Arts for Animation, Games & Immersion

Postgraduate (Duration: 1 Year)

- MA 3D Modelling and VFX
- MA Animation
- MA Character and Creature Animation
- MA Concept Art
- MA Creative AI for Screen
- MA Games Arts and Design

Ranking

The Rookies Top Global Creative Schools 2024

1

Best Creative School
in the UK

1

Best 3D Animation School
in the UK

1

UK No. 1 · Global No. 2
VFX Production Excellence

2

Europe #1 / Global #2
Best 2D Animation School

Other Notable Rankings

7

Computer Games and Animation
UK No. 7

Daily Mail University Guide 2025

10

Animation and Games Design
UK No. 10

Guardian University Guide 2025



Academic Partner
2025

Epic Games Unreal Academic Partnership 2025
Gold Tier Academic Partner

Guest Profiles



David Tree

Programme Leader / Principal Lecturer (Animation and Games Technology),
University of Hertfordshire

Technical Director, Games and Visual Effects Research Lab,
University of Hertfordshire

Dedicated to research in immersive interactive technologies,
with a focus on VR content creation, augmented reality,
human-computer interaction, 3D scanning, and big data applications

Summit Topics:

From Pencils to Pixels: Training the Next Generation of Games and Visual Effects Artists

Day 3 — 2026.6.28 6:00 PM | David Tree

MAGES

I N S T I T U T E

MAGES

I N S T I T U T E



MAGES Institute of Excellence

— A boutique creative technology institute in Singapore, specialising in Game Development, Game Art, and immersive technologies. It is dedicated to cultivating practice-oriented talent for the future digital entertainment and technology industries.

MAGES Institute of Excellence was founded in 2010 in Singapore as a creative media school specialising in game development, animation, and immersive technologies. From its inception, MAGES positioned itself as a "Third Space" serving young adults who wished to explore non-traditional career paths in fields such as game development and animation productions. After fifteen years of growth, the Institute has risen to the forefront of global creative technology education, establishing a comprehensive talent development system that spans game art, game development, concept art, and AR/VR immersive technologies — while also providing to [adult learners seeking cross-disciplinary career transitions](#).

The Institute offers Diploma and Advanced Diploma programmes in Game Development, Game Art, Concept Art, and Immersive Technologies. Its teaching model is project-driven: from the very start of their studies, students engage in complete development cycles that mirror professional industry standards, guided by experienced practitioners. Among the faculty is Michal Kriukow, former ILM 3D Modelling Supervisor, who has contributed to Hollywood blockbusters such as [The Mandalorian, Avengers, and Ready Player One](#).

Officially Accredited



The Rookies Top Global Creative Schools
2023



The Rookies Top Global Creative Schools
2024



The Rookies Top Global Creative Schools
2025

Guest Profiles



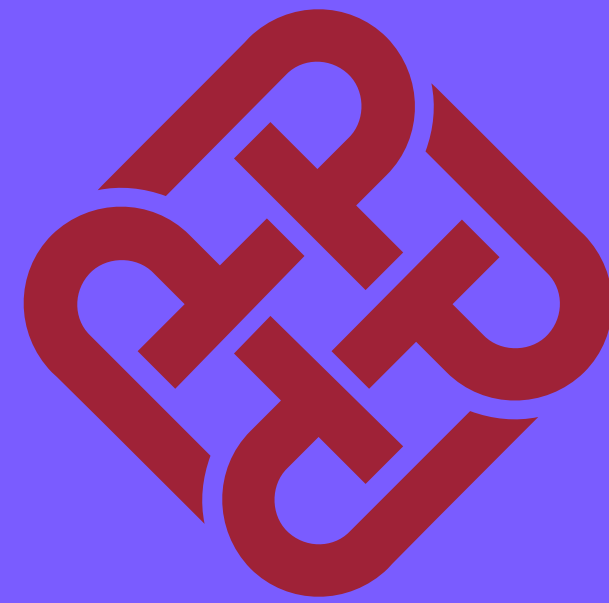
Kingston Chan

Program Director, MAGES Institute of Excellence
Head of Art Department, MAGES Institute of Excellence
Concept Development Artist & Educator
Senior Art Director
Game Artist at SEGA & Koei Tecmo

Summit Topics:

The Value of Entertainment Art: What Skillset is Needed as an Artist in the Industry

Day 2 — 2026.6.27 11:30 AM | Kingston Chan



THE HONG KONG
POLYTECHNIC UNIVERSITY
香港理工大學



THE HONG KONG
POLYTECHNIC UNIVERSITY
香港理工大學



The Hong Kong Polytechnic University

—One of Asia's largest design hubs, excelling in the fusion of design, technology, and commercialization.

The Hong Kong Polytechnic University (PolyU) is one of the largest public research universities in Hong Kong, ranked No. 54 globally in the 2026 QS World University Rankings. The PolyU School of Design (SD), has been a cornerstone of design education since its established in 1964. For over six decades, it has remained one of Asia's most influential design institutions, consistently securing its place as the top-ranked design school in Hong Kong and No. 24 worldwide.

Design-Led, Tech-Empowered Pedagogy

In the realms of animation, games, and digital media, PolyU distinguishes itself through a unique "design-led, tech-empowered" philosophy. Unlike Western counterparts that may lean heavily toward pure fine arts or technical engineering, PolyU's curriculum focuses on three core pillars: Media Design, Interactive Media, Multimedia Entertainment Technology.

The teaching philosophy prioritizes idea-driven content over mere technical execution, ensuring that students develop meaningful, innovative concepts that can be supported by advanced technology.

Programs Offered

Undergraduate (Duration: 4 Years)

BA Hons Scheme in Design

- Advertising Design
- Information Design
- Media Design
- Environmental Design
- Interior Design
- Interaction Design
- Product Design
- Service Design
- Social Design
- Immersive Media and Game Design (Subject to approval)

Postgraduate (Duration: 1-2 Years)

MSc in Innovative Multimedia Entertainment (MScIME)

- Media Art Technology
- Entertainment/ Games
- Interactive Toys and Robotics
- Entrepreneurship in Multimedia
- Technical Artists

Ranking

(Overall University Rankings)

54

Global No. 54

(QS World University Rankings 2026)

80

Global No. 80

(THE World University Rankings 2026)

58

Global No. 58

(US News Best Global Universities
2025–2026)

3

Global No. 3

(THE Most International Universities
2025)

Ranking

(Art & Design Subject Rankings)

1

Art & Design Global No. 24
Hong Kong No. 1

QS World University Rankings by
Subject 2026

22

Art & Design Global No. 22

QS World University Rankings by
Subject 2025



Recognised by Business Insider,
Design Schools Hub, and other leading rankings as
one of the world's top design schools.

Guest Profiles



Jae-Eun Oh

Associate Professor, The Hong Kong Polytechnic University
Programme Leader of BA (Hons) Digital Media, The Hong Kong Polytechnic University
member of the Creativity and Design Education Lab.

Summit Topics:

Bridging Education and Industry: New Horizons in Immersive Media

Day 1 — 2026.6.26 11:30 AM | Jae-Eun Oh

4

5

**Industry Insights |
Global Industry
Guest Line-up**

6

The world biggest game development event. GGJ taking place simultaneously in hundreds of cities every January; it is a 48-hour challenge that serves as the definitive starting point for countless careers in the gaming industry.

Chinese Name: 全球游戏创作节

Organization Type: Non-Profit Organization

English Name: Global Game Jam



GGJ operated by the international non-profit organization Inc.. The mission of GGJ is to "empower individuals worldwide to learn, experiment, and create together through the medium of games in a safe and inclusive environment." It is more than just a competition; it is a global movement focused on game creative empowerment.

The GGJ model is unique in its scale and intensity: Global Synchronization, Rapid Prototyping, Collaborative Spirit

For countless developers worldwide, GGJ is where game professional journeys begin. The 48-hour "crunch" of creativity often provides the spark needed to build sustainable careers, establish independent studios, and create award-winning titles. It remains the industry's most accessible gateway for transforming an idea into a game reality.

Guest Profiles



Maria Burns Ortiz

Executive Director @ Global Game Jam
—100+ countries, 40,000+ creators annually
New York Times Bestselling Author
Co-Founder & Chair, 7 Generation Games;
invited speaker at the 2016 White House's "United State of Women" Summit.

Summit Topics:

Game Jams: The Ultimate XP Boost

Day 1 — 2026.6.26 9:00 AM | Maria Burns Ortiz

The industry-standard real-time 3D creation platform for games, animation, and film—the unseen engine behind today’s AAA games and major screen productions.

Chinese Name: 虚幻引擎

English Name: Unreal Engine (UE)

Organization Type: Commercial Real-Time 3D Engine and Creative Platform Developed by Epic Games,
Free for Students and Educational Institutions



Unreal Engine is a real-time 3D creation platform developed by Epic Games. Originally created in 1998 to power the first-person shooter game Unreal, the engine has since expanded far beyond its gaming origins into industries including film and television, animation, architectural visualization, and virtual reality. Today, Unreal Engine serves as a cross-industry, general-purpose platform for real-time 3D content creation. The current release is Unreal Engine 5 (UE5), which entered general availability in 2022.

Unreal Engine has established itself as the engine of choice for AAA productions. In 2024, 28% of new titles released on the Steam platform were built with Unreal Engine, accounting for 31% of total sales revenue across the platform — a commercial success rate that surpasses any competing engine. Notable titles released between 2024 and 2025 that have come to define industry benchmarks — including *Black Myth: Wukong*, *Senua's Saga: Hellblade II*, *Final Fantasy VII Rebirth*, *Clair Obscur: Expedition 33*, and *Manor Lords* — were all developed on UE5.

In the film and television industry, Unreal Engine also has become the standard technology behind virtual production workflows. Productions such as *The Mandalorian* and multiple Marvel Studios features have employed Unreal Engine to drive LED volume stages, fundamentally transforming as the production pipeline in Hollywood.

Guest Profiles



Chris Ebeling

Global Partner & Education Advisor, Unreal Engine
Senior Digital Artist, Creative Director, Educator & Entrepreneur
20+ years of experience across gaming, VFX, animation, AI,
and transmedia — directing and producing projects in XR, film, TV, and games

Summit Topics:

From Passion to Profession: Navigating Careers in Game Development and Beyond

Day 2 — 2026.6.27 9:00 AM | Chris Ebeling

An industry-oriented talent development platform powered by leading global game company -- Tencent.

Chinese Name: 腾讯游戏学堂

English Name: Tencent Institute of Games

Location: Shenzhen, Guangdong, China (Headquarters)

Tencent Institute of Games founded in December 2016, dedicated to building a platform for game knowledge sharing and industry exchange. It focuses on advancing professional talent development, game studies, and the growth of the developer ecosystem. Through offering specialized game-related courses and collaborating with leading universities worldwide, the academy promotes game education, academic research, and a wide range of competitions, while also organizing industry exchanges and developer support initiatives to create broader opportunities for game professionals.

Leveraging Tencent's extensive experience in game development and publishing, the academy bridges industry and talent—empowering learners to enhance their expertise, gain in-depth insight into game production pipelines, and evolve into versatile professionals aligned with the needs of the global games industry.



23 +所
國內外合作大學



660 +個
乾貨文章/課程



147 +款
扶持遊戲產品



86w +使用者
影響產業開發者/大學



Guest Profiles



Shaojun Sun

Product Lead for Miora, Tencent Codebuddy Team
AI Product Manager · Product Experience Designer
Led product strategy and end-to-end experience design
for major projects at Tencent



Irene Liu

Product Lead for Genie,
Tencent Codebuddy Team
Senior AI-Native Product Manager

Summit Topics:

Reshaping Creative Paradigms: When AIGC Meets the Next Generation of Animation and Game Developers

Day 1 — 2026.6.26 3:30 PM | Shaojun Sun, Irene Liu

Guest Profiles



Jin Wang

Unreal Engine Official Certified Instructor,
Top Creator in the Field of Physics Engines.
A leading creator in Bilibili's Knowledge category

Summit Topics:

Creative Fusion of UE Physics and Sensor Technology

Day 3 — 2026.6.28 9:00 AM | Jin Wang



HIGHER INSIGHTS

Strategic analysis for education

Location: United Kingdom
English Name: Higher Insights Ltd.

Higher Insights helps universities, governments, and education businesses make better decisions through data-driven intelligence, training, market analysis, and strategy. Drawing on 20+ years of hands-on experience across Taiwan, China, and the UK, founder Dave brings a rare, holistic perspective to international higher education — spanning in-country recruitment, pathway programmes, market research, strategy, and insight leadership.

Today, Higher Insights works with universities, governments, specialist providers, independent schools, and overseas campuses around the world, delivering the optimal combination of value, quality, and speed. Through flexible, personalised support and advice, the firm helps clients answer the questions that matter most — with confidence.

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Corporate Partners | Press Start Academy



PRESS START
ACADEMY



教育燃新
EDNOVATORS

Transform Your Classroom
with Generative AI

Press Start Academy

Educational Philosophy: Inspiring K–12 students through guided, game-based learning, encouraging exploration, design thinking, and a lifelong love of learning.

Press Start Academy is a leading gamified education institution in Hong Kong, dedicated to transforming traditional education through immersive, game-driven learning experiences. By integrating game design thinking, Project-Based Learning (PBL), and inquiry-based pedagogy, the Academy has developed a distinctive framework for cultivating essential 21st-century skills.

The Academy has served more than 1,000 students, partnered with over 40 leading schools, and developed 50 innovative K–12 programmes, earning strong recognition within Hong Kong’s education community. Its curriculum is aligned with international academic standards and built around the “6C” framework—Creativity, Communication, Critical Thinking, Collaboration, Citizenship, and Character—equipping students with the foundations needed to thrive in the future.

Beyond offering a wide range of programmes for students, Press Start Academy also provides professional development training for educators, empowering both learners and teachers while driving the continuous evolution of the education ecosystem.

Core Programmes

Luden Programs

Ages 6-14

Enter the Press Start immersive fictional universe, where students engage in role-playing, game-based missions, and teamwork. Through play-based learning, they develop critical thinking, creative expression, and communication skills. Every adventure is a meaningful learning journey.

Future Institution

Ages 10+

Grounded in design thinking and Project-Based Learning, the programme guides students to identify real-world problems, develop solutions, and create prototypes. It cultivates the insight, execution, and leadership skills required of future innovators.

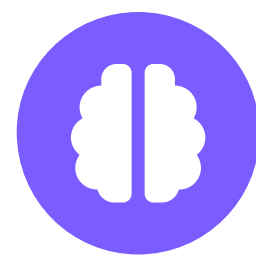
Focused on the Six Core Competencies (6Cs) Framework



Creative



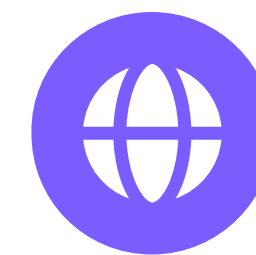
Communication



Critical Thinking



Collaboration



Citizenship



Character

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Summit Founder I Kun

8

Summit Founder | Kun ——— 李坤安 Kunan Li

- Founder, ARTDiCO Portfolio Center
- Founder, DEVMiCO
- Chairman, IGDA Shenzhen
- Executive Committee, Global Game Jam
- Unreal Engine Authorized Instructor
- Game Industry Veteran & Portfolio Education Expert

A connector at the intersection of the games industry and creative education, serving simultaneously as an industry practitioner, education system builder, and global games community leader.

Kun is dedicated to game development and creative education, with extensive industry experience and curriculum design expertise. His multidisciplinary background spans 3D art, gameplay design, and frontend programming, providing a strong understanding of game production pipelines and industry needs.

With 8 years of professional experience in the games industry, Kun has worked across game and animation studios in Canada, Taipei, and Shenzhen, taking on key roles including game designer, game artist, animator, gameplay designer, and frontend programmer. He has contributed to multi-genre projects, independently developed three games and two animated works, and leads his own indie game development team. His research extends into AR, VR, and the metaverse, with a systematic understanding of full-cycle game production and industry talent requirements.



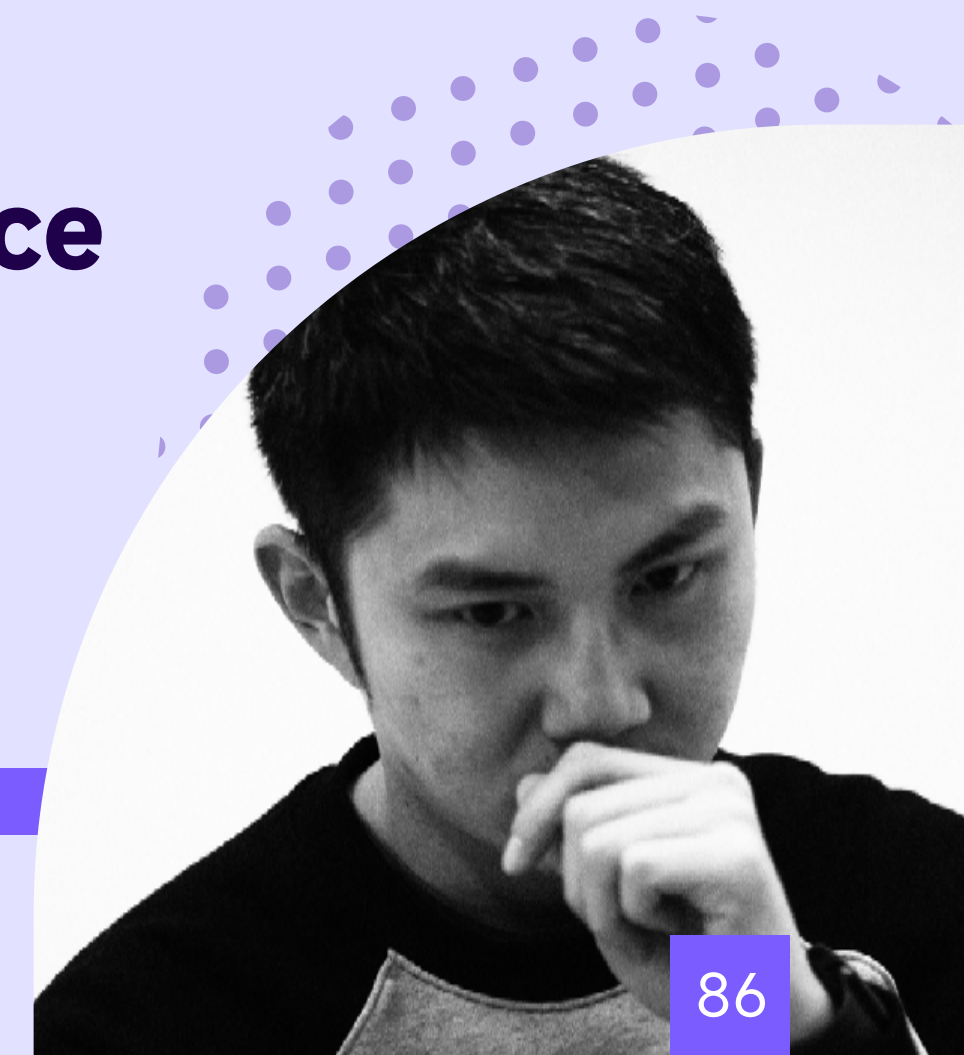
Since entering game and animation education in 2016, Kun has adhered to a **student-centred teaching philosophy**, emphasising personalised development combined with real-world project practice, and firmly opposing template-based or production-line portfolio training. He leads the development of the **“One Person, One Universe”** teaching system, which integrates multi-mentor guidance and interdisciplinary collaboration to help each student build an independent creative methodology and professional capability. He believes that the essence of education lies not in knowledge transfer, but in unlocking individual potential and self-expression.

“Every creative idea deserves to be respected and supported to become reality” is Kun’s guiding philosophy. Under his leadership, ARTDiCO has developed long-term collaborations with leading global institutions through admissions dialogues, faculty workshops, and portfolio reviews, gaining deep insight into their academic values and talent expectations. This enables students to consistently receive offers from top universities such as NYU, USC, CMU, CalArts, and RCA, maintaining a 100% admission rate to top schools.

ARTDiCO has received multiple international accreditations for its industry-level teaching practice. In 2024, it was ranked No. 35 globally by The Rookies in Game Design & Development, becoming the only Rookies-certified game and animation training centre in China to enter the global rankings. In 2025, it became an Unreal Engine Authorised Training Centre (UATC) by Epic Games and was accredited under the British Council’s Academic Quality Framework (AQF), with all admission data independently verified to ensure international-standard credibility and transparency.

As Chair of IGDA Shenzhen Chapter and Asia Partnership Lead for Global Game Jam, Kun bridges education and the games industry through his global network. He brings leading industry resources into education while helping emerging Chinese creators connect with global opportunities, amplifying their voices on the international stage.

This is also the driving force behind the creation of this summit.





8

About ARTDiCO | Organizer of the Summit

ARTDiCO Game & Animation Portfolio Center

Dream to infinity — leading you toward the world's top universities

Founded: 2021

Location: Qianhai, Shenzhen, China

Focus Areas:

Game Design | Game Art | Technical Art |
Concept Design | 2D & 3D Animation |
Visual Effects | Digital Media Arts |
International Art Curricula (AP / IB / A-Level)

Our Services:

School Selection & Positioning | Academic Planning |
Portfolio Development | Project Incubation |
Application Guidance | Competition Support
Summer Schools | Industry Referrals

ARTDiCO Portfolio Center founded in 2021, is an international education brand focused on games, animation, and digital arts. We believe China's new generation of game and animation creators are rich in talent—they just need a pathway to the world.

Since its founding, ARTDiCO has focused on pathways to the world's leading universities, covering major study destinations including the UK, US, Australia, Canada, Hong Kong, Singapore, and the Nordic countries. Working alongside industry-leading mentors, it supports every creative student in stepping onto their own global stage.

Here, students are not passive learners but active creators, and mentors are not lecturers but collaborators. We follow a "one student, one team" model, where each student is supported by a dedicated team of advisors, mentors, and writing coaches from the first portfolio sketch to the final offer. No one walks the journey alone.

GGAES – Global Game & Animation Education Summit is ARTDiCO's first gift to this generation of creators.

It gives students in China their first chance to engage at home with professors from top global universities and creators from leading studios in the same space—talking about work, dreams, and the future. It ensures that every creator at a crossroads can access the latest insights from top schools and industry leaders, eliminating the information gap.



Industry Accreditation



The Rookies – Best Game Design & Development Schools (2024): Global No. 35

China's only Rookies-certified game & animation training centre included in the global rankings



Official Partner of IGDA Shenzhen Chapter (International Game Developers Association)



Unreal Engine Authorized Training Centre (UATC)
Epic Games Authorized (2025)

Officially authorised by Epic Games in 2025, with curriculum aligned to industry standards.



British Council Academic Quality Framework (AQF) Accreditation • 2025

Aligned with the British Council Academic Quality Framework (AQF), with all admission data independently verified by admissions offices to ensure international-standard authenticity and credibility.



GLOBAL GAME JAM®

Official Partner of Global Game Jam

Numbers That Demonstrate Our Strength

10+

Teaching Experience in the Entertainment Industry

200+

students completed full ARTDiCO mentorship

1158+

portfolio projects produced

821+

offers from top global universities in games, animation, and film

¥4.31 million
(approx. US\$600,000)

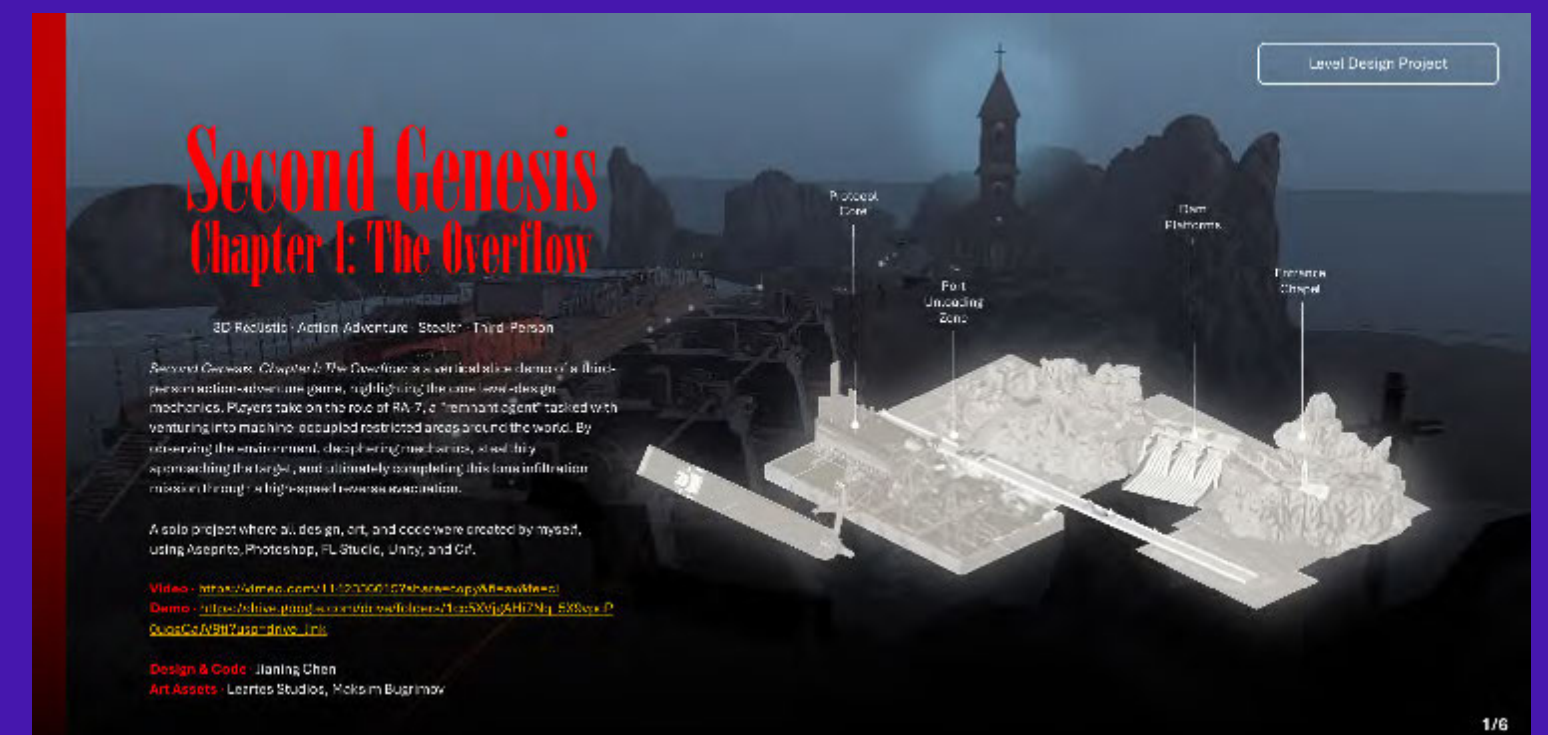
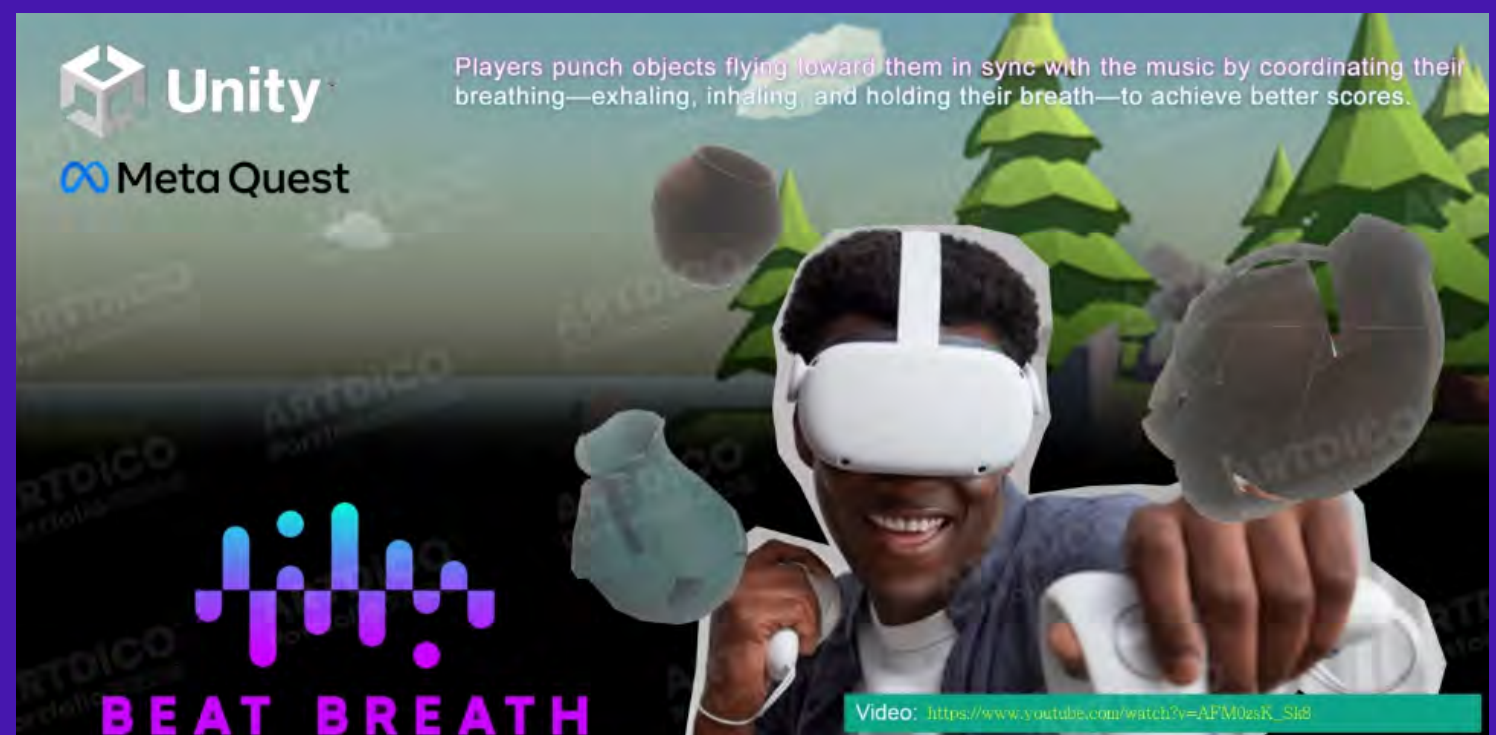
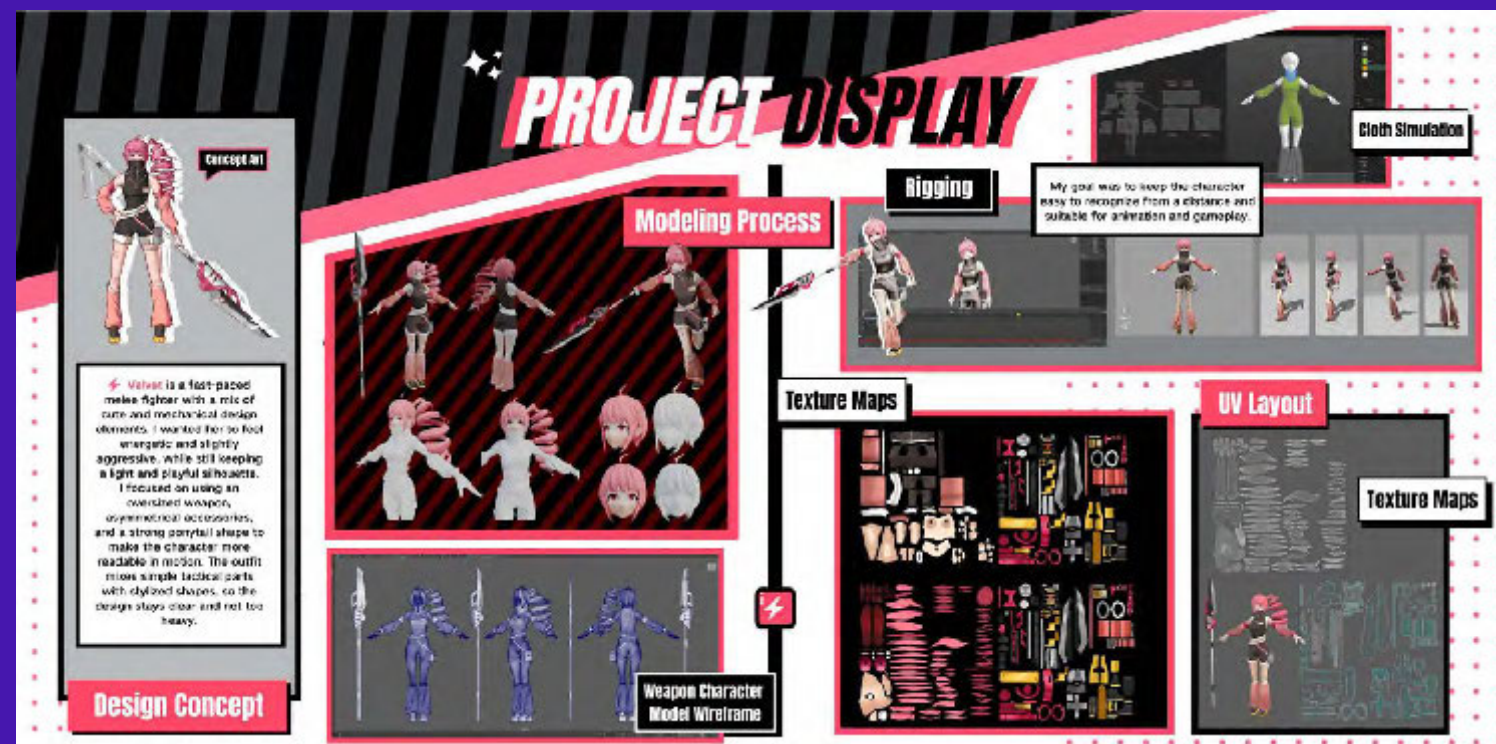
in total overseas scholarships awarded to students

100%

Top University Admission Success Rate

(Data as of December 2025 · 2026 admission data not yet included)

Student Portfolio



Contact Us

Phone: +86 181 2706 5217

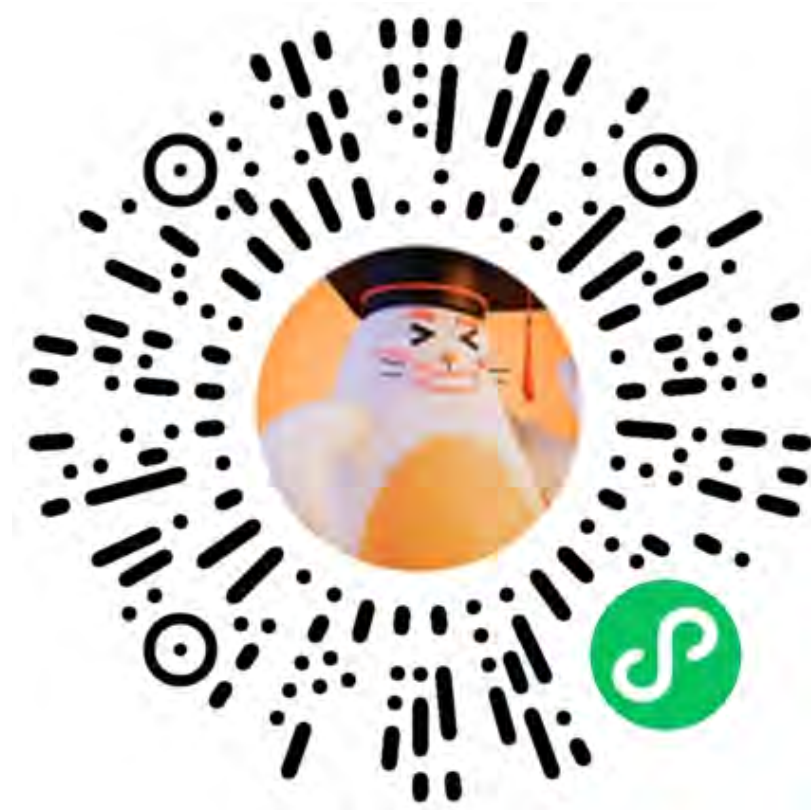
Website: <https://artdico.co/>

Email: support@artdico.co

Address: Unit 14, 2/F, Podium Shops, Building T1, Qianhai Exchange Square (Qianhai Hong Kong Impression), Qianhai Cooperation Zone, Nanshan District, Shenzhen, China



WeChat Official Account
@ARTDiCO



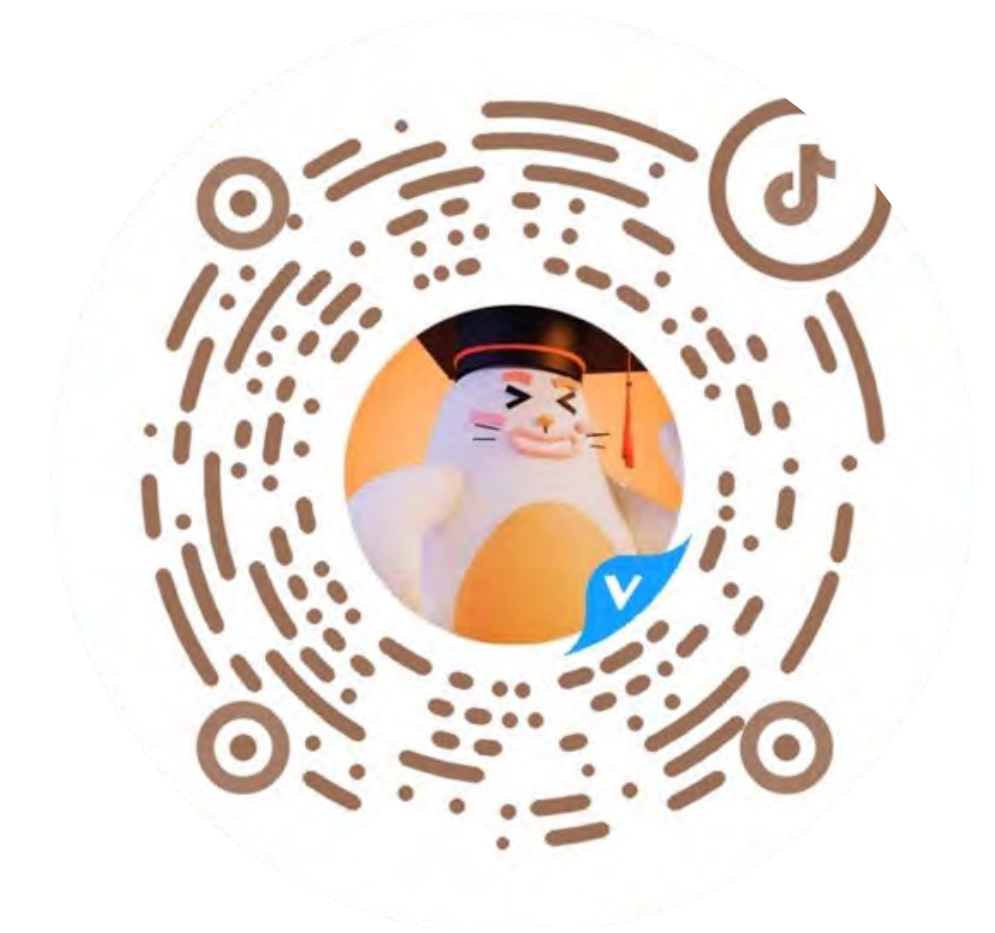
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Scan to chat with ARTDiCO about your future plans



ARTDiCO[®]
Portfolio 游戏动画

Let's Talk

From GGAES to the world , we are waiting for you.





Global Game
& Animation
Education Summit
in China 2026

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Participating Institutions

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of the arts
london



CaLARTS

BU Bournemouth
University

ESCAPE
STUDIOS



SMU
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for FILM & GAMES



THE GLASGOW
SCHOOL OF ART

University of
Hertfordshire UH

TIS
COLLEGE

MAGES
INSTITUTE

Industry Speakers



HIGHER INSIGHTS
Strategic analysis for education

ESCAPE STUDIOS

Escape Studios is a leading UK higher education institution in game design, animation, and visual effects, offering structured and professional training for aspiring industry professionals. It provides undergraduate, postgraduate, and short courses, allowing students to choose flexible study pathways aligned with their academic and career goals.

Areas of Study:

BA(Hons)/MArt Immersive Media
BA(Hons)/MArt Comics and Visual Storytelling
BA(Hons)/MArt Motion Graphic
BSc(Hons)/MSci Video Games Design
BA(Hons)/MArt The Art of Video Games
BA(Hons)/MArt Concept Art and Experience Design
BSc(Hons)/MSci Technical Art for Games & VFX

hello@escapestudios.ac.uk
<https://www.escapestudios.ac.uk/>



Staffordshire University is a leading UK institution for games education and a two-time recipient of the TIGA Games Industry Award for Best Educational Institution. Combining interdisciplinary teaching with industry-focused practice, the university equips students with the skills and experience needed to thrive in the creative industries. Supported by innovative programmes and industry-standard facilities, students are encouraged to turn ideas into reality through hands-on learning and

Areas of Study:

BSc Computer Gameplay Design and Production
BSc Computer Games Design
BSc Computer Games Design with Animation
BSc Computer Games Programming
BA Game Art
BA Concept Art for Games and Film
BA Esports

+44 01782 294400
<https://www.staffs.ac.uk/>



Located in Dundee, Scotland, **Abertay University** is home to around 4,000 students and offers a broad range of undergraduate and postgraduate programmes. Many courses integrate internships and industry experience, enabling students to develop practical skills and professional readiness. With its diverse academic offerings and supportive learning environment, Abertay encourages students to explore their interests and achieve their individual goals.

Areas of Study:

BA (Hons) Computer Arts
BSc (Hons) Computer Game Applications Development
BSc (Hons) Computer Games Technology
BSc (Hons) Computing
BSc (Hons) Computer Science
BSc (Hons) Computer Science with Cybersecurity
BSc (Hons) Ethical Hacking
BA (Hons) Game Design and Production
BSc (Hons) Visual Effects for Games and Real-Time Media

+44(0)1382 308000 (Monday-Friday, 9am-5pm UK time)
<https://www.abertay.ac.uk/courses/>

GNOMON

SCHOOL of VFX & ANIMATION
for FILM & GAMES

For more than 25 years, **Gnomon** has specialised in digital production education for the entertainment industry. The institution offers a Bachelor of Fine Arts (BFA) degree and certificate programmes in 3D Modelling, Animation, Visual Effects, and Game Art. Gnomon has been consistently recognised by leading publications, including The Hollywood Reporter, as one of the top schools for animation and digital arts education in the

Areas of Study:

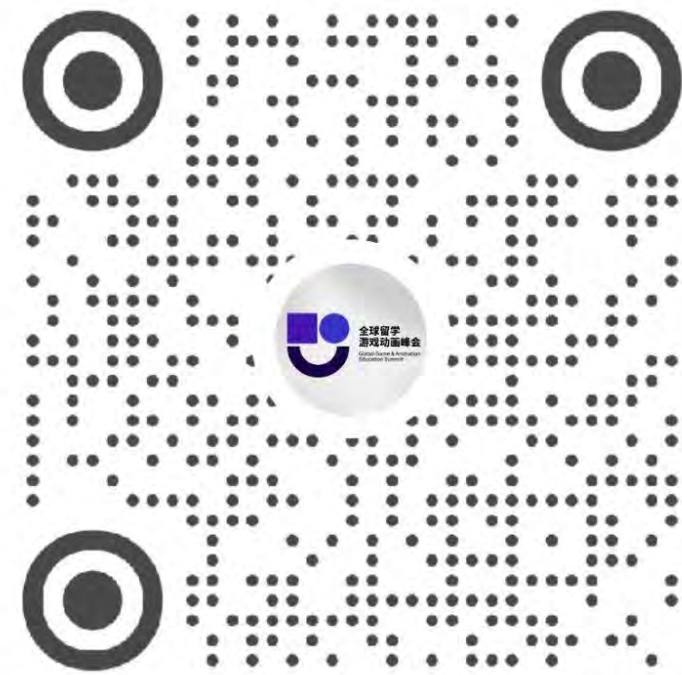
BFA 3D Generalist Curriculum
BFA Game Art Curriculum
BFA Visual Effects Animation Concentration

admissions@gnomon.edu
Xiaohongshu Official Account: @诺蒙视觉特效学院
<https://www.gnomon.edu/>

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全球留学
游戏动画峰会
Global Game & Animation
Education Summit

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Portfolio 游戏动画

GGAES Global Game & Animation Education Summit 2026

A map for creators.

From here, the world is within reach.