

Center for Emerging Media

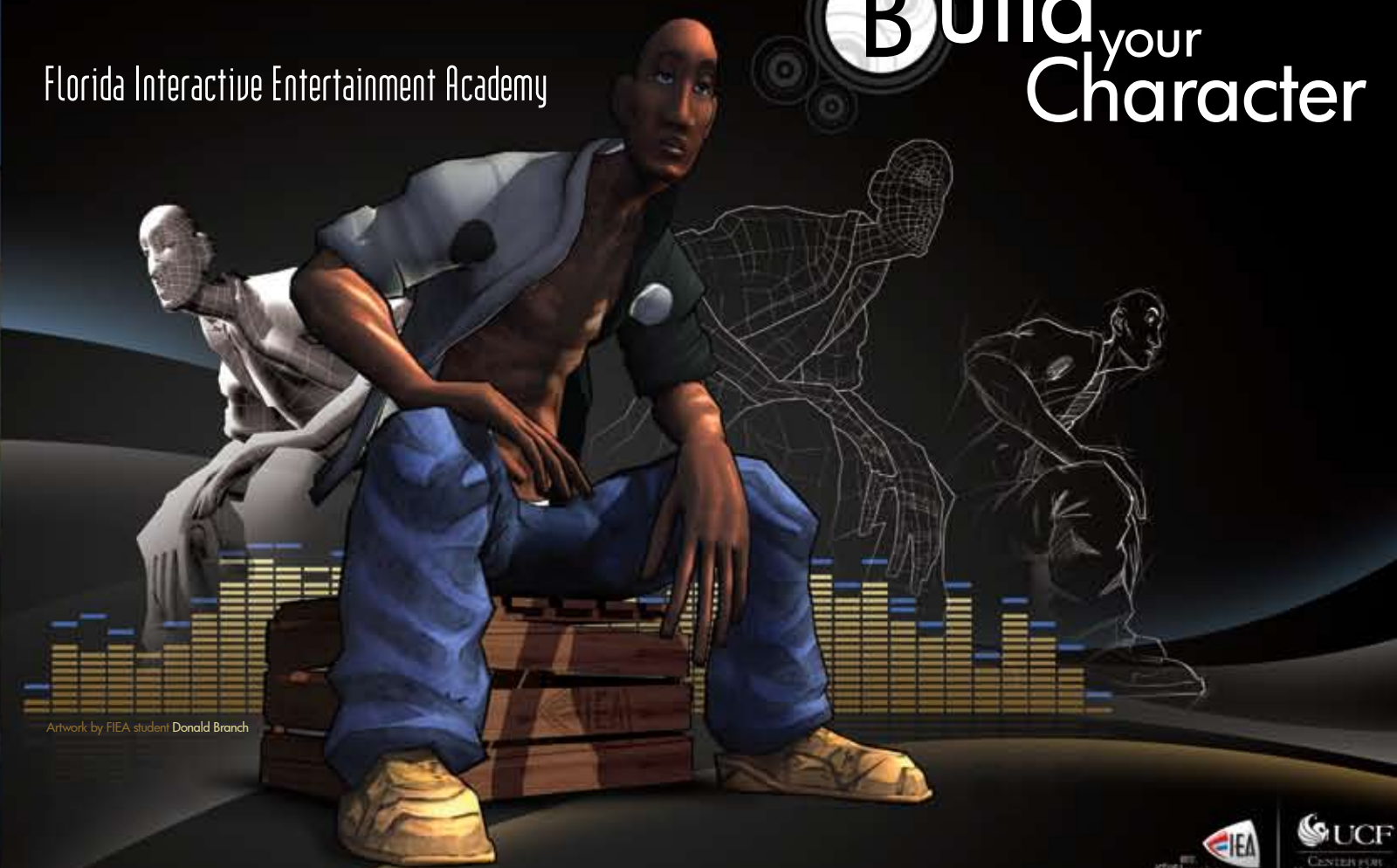
FIEA is located in UCF's Center for Emerging Media where a diverse group of teachers, learners and industry professionals collaborate on projects that emphasize high-production values, cutting-edge technologies and time-tested production techniques.

FIEA students have the possibility of collaborating with student musicians, filmmakers, architects and animators on projects as well as working on a multitude of film and MOCAP shoots that are done each year in the building.



Florida Interactive Entertainment Academy

Build your Character



Artwork by FIEA student Donald Branch



Learn more at www.fiea.ucf.edu or 407-823-2121

FIEA is part of the University of Central Florida, a leader in modeling and simulation, optics and photonics, computer science and many other disciplines.



You Are What You Do

FIEA's curriculum is based on the simple idea that you learn best by doing and not just listening. You'll be paired with other student producers, programmers and artists to create immersive interactive experiences while also taking your core classes.

Your tools? Maya, XBOX Devkits, Gamebryo, Torque, Photoshop, Flash, Perforce—whatever you need to get the job done.



FIEA's curriculum includes extensive use of our 3,500 sf MOCAP studio.



Specialize In Everything

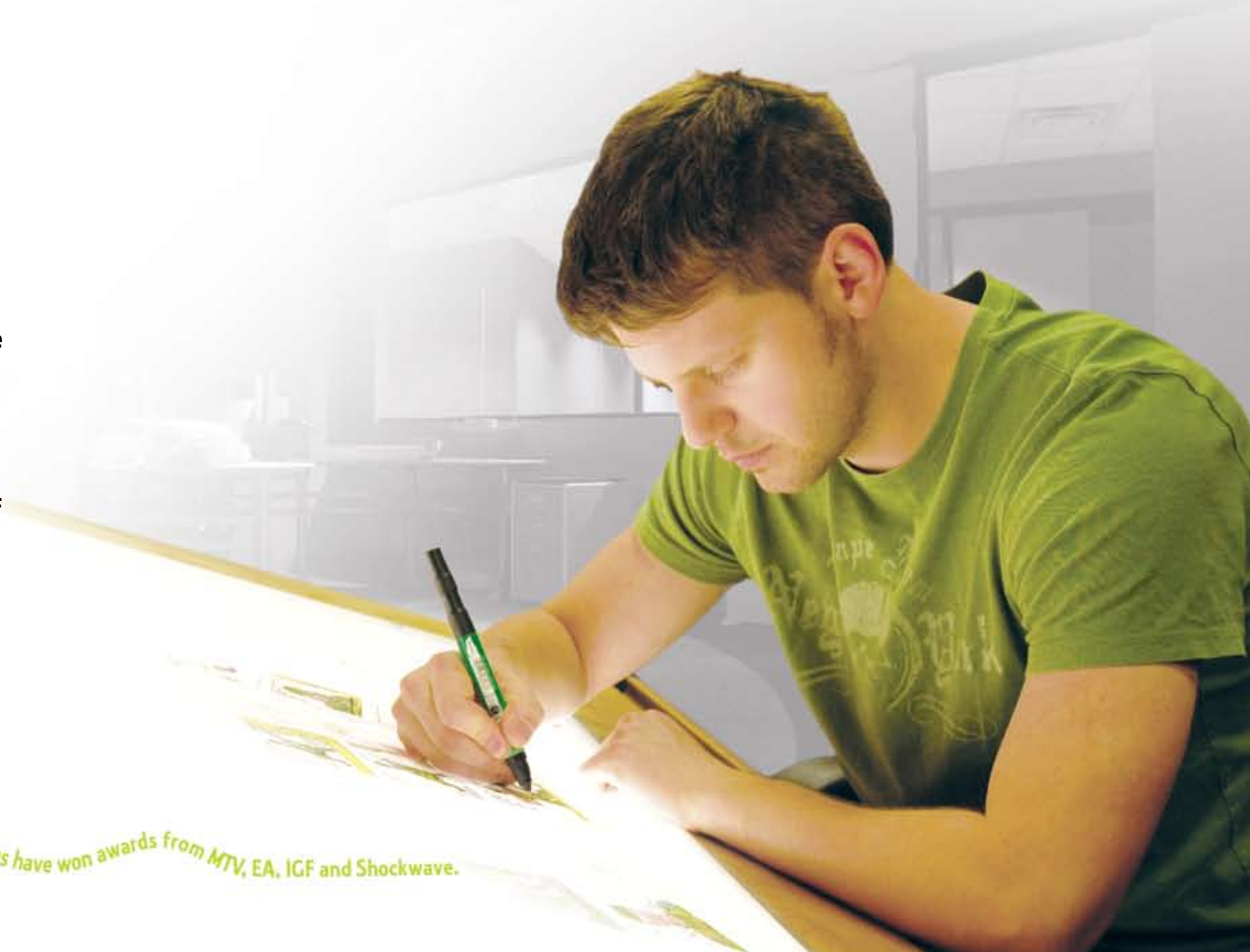
FIEA's producer, programmer and artist tracks teach you all you need to know to become industry ready. As you specialize, you'll go deep into your chosen discipline to learn all the techniques, tools and processes used to make AAA games and blockbuster films.

But say you're a producer who wants to learn to code? Or an artist with producer aspirations? At FIEA we encourage students to learn as much as they can outside of their own specialization.

That's why we never schedule two classes at the same time. So you can sit in on any class you want. And specialize. In everything.



FIEA games have won awards from MTV, EA, IGF and Shockwave.



Experienced Faculty

Industry veterans for faculty. With real-life answers. That means our faculty haven't just read about game-making, they've done it for a living.

Collectively, FIEA faculty have shipped more than 40 of today's biggest games and films and have worked in studios like EA, Disney, Microsoft and Take Two. So you want to know what it's like to be lead programmer on a AAA title? Just ask.



FIEA's student-to-faculty ratio is 8-to-1.





Degree Of Difference

Unlike some other gaming schools, FIEA offers a fully accredited Master's of Interactive Entertainment backed by the resources of the University of Central Florida. So you not only get a cutting-edge education but also a degree that's recognized in the industry as a valuable marketplace commodity.

And you get it all in 16 months.

FIEA's full degree is a Master's of Science in Interactive Entertainment.



Good Company

Bioware. Disney. Lockheed Martin. Neversoft. Cartoon Network. Pi Studios. Electronic Arts. FIEAns are everywhere making games and films and building their careers.

Recent games FIEA grads have worked on include Madden NFL Football 2009, Call of Duty 4, Guitar Hero World Tour, Tiger Woods 2009 and Star Wars: The Force Unleashed.

FIEA has a full-time placement coordinator and our faculty and staff have dozens of industry contacts to help you attract interviews and offers.

The result? A placement rate of more than 90% and a \$52,609 average starting salary for all FIEA grads.

Electronic Arts held their Madden '07 launch party at FIEA.

