

## ABOUT US

The Africa Digital Media Institute (ADMI) is a leading creative media and technology training institution, hosting students from more than 21 countries at its Nairobi campus. Our innovative learn-and-work model enables young creatives to get the training, mentorship, and resources they need to turn their passion into a profession.



Extend your learning beyond the classroom through our Industry Immersion programme.



Develop the professional skills you need to launch your career through our Career Launchpad programme.



Intern with leading industry partners through our Apprenticeship programme.



## APPLY FOR THE JANUARY 2020 INTAKE

Pick up an application from our Campus or apply online here: <https://admi.ac.ke/apply/>

Application Due: December 6, 2019

Orientation: January 6, 7, 8 2020

Classes Begin: January 13, 2020

Payment Deadline: January 10, 2020

## GET IN TOUCH



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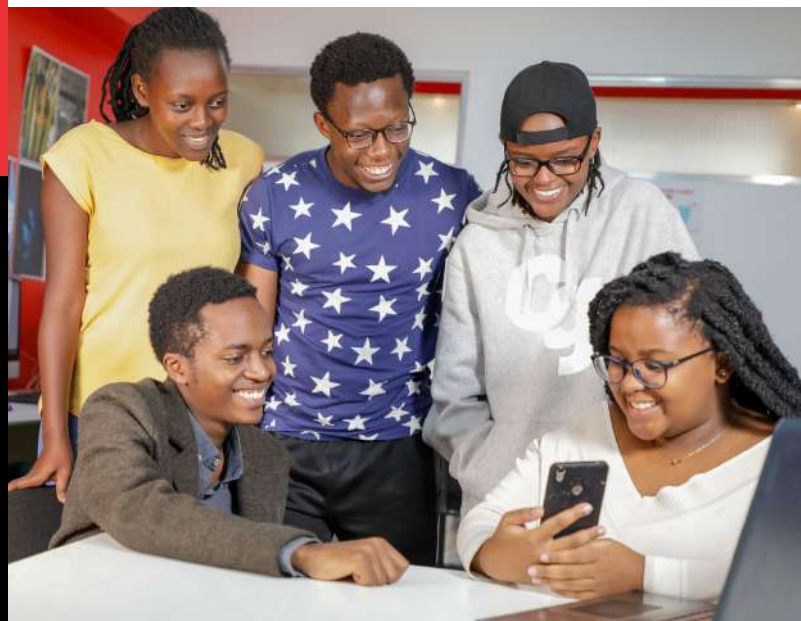


@admiafrica



# RUBIKA

## RUBIKA GAME 2D DIPLOMA



# PASSION TO PROFESSION

## COURSE DESCRIPTION

The Rubika Game 2D Diploma will give you the skills you need to fill the growing global demand for skilled game artists. You will learn the history of videogames including all genres and techniques.

You will learn how to solve problems and create game storyboards like a professional game artist.

You will be equipped to design, develop, and pitch your own 2D game on Unity.

Upon completion of the Rubika Game 2D & Game 3D Diplomas and the Rubika Game Market Certificate, you will earn you a Bachelors in Game Art and Design from Rubika in France.

## LEARNING OUTCOMES

Upon successful completion of this course, graduates will be able to:



Join a company to develop 2D Games



Develop your own 2D mobile games

**COURSE DURATION:** 1 year

**CREDITS:** Credits towards Bachelors in Game Art and Design from Rubika in France



## UNITS:

Role of a technical artist in the Gaming industry

History of films & Videogame I

Introduction to Programming I

English I

Graphism 2D I

Graphism 3D I

Programming with Unity I

History of films & videogames II

Introduction to Programming II (C++)

English II

Graphism 2D II

Graphism 3D II

Programming with Unity II

English III

vidéo Editing I

Graphism 3D III

Programming with Unity III

Programming in a Game Engine I

Project Management I



## HOW TO APPLY

Successful applicants should demonstrate a capacity to draw and a will to animate. Applicants will also be required to pass an entrance exam.