USC GAMES ANNOUNCES NEW GAMES AS A SERVICE AND LIVE OPERATIONS (GLO) COURSE

- *New capstone course will educate and train students for the "always-on" business model, using Epic Games' UEFN (Unreal Editor for Fortnite).*

- *Applications for the USC Games program are now open through December 1.*

LOS ANGELES (Nov 20, 2024) — *Game on!* USC Games, North America's top-ranked collegiate game design program at the University of Southern California, has unveiled its new Games as a Service and Live Operations (GLO) class and lab, which will prepare aspiring developers for future careers in this growing area of the games industry. Watch the trailer for GLO here: https://youtu.be/XLy-SEEekys

"GLO will be an impactful addition to our games program, and will incorporate Epic Games' Unreal Editor for Fortnite (UEFN) into our free-to-play and live operations-focused course curriculum," said Jim Huntley, associate professor at USC Games, the originator and one of multiple faculty members teaching GLO. "Initially, GLO will live within the USC Games program. The long-term vision is to collaborate with academic and commercial partners—both on and off USC's campus – to create a global network working together, sharing game content, resources, and curricula to shape the future of live service games education."

In GLO, USC Games students will build a portfolio of game prototypes using UEFN and will use analytics from their games to evaluate consumer engagement. This class and lab will enable students to receive invaluable insights and hands-on experience with 'always-on' game development, which will equip them with the skills necessary to be successful in the modern games industry.

"UEFN empowers creators to build their own experiences within Fortnite, and we are excited to give students the opportunity to get hands-on with the tools that will enable them to produce and publish games that can be enjoyed by millions of players," said Saxs Persson, EVP, Fortnite Ecosystem at Epic Games. "We look forward to introducing UEFN to the next generation of game development talent at USC Games."

USC Games' implementation of GLO represents a significant milestone in advancing games education. As the industry evolves with new games and business practices, students will be given the tools and experience necessary to thrive in the competitive landscape of game development and design.

Applications for the USC Games program are now open through December 1.

About USC Games
USC Games is a flagship collaboration offered jointly by the School of Cinematic Arts Division of Interactive Media & Games and the USC Viterbi School of Engineering Thomas Lord Department of Computer Science. This unified brand allows press, industry, students, and faculty to discuss the overall efforts at USC in games and simultaneously clarify the important distinctions between the offerings of the various programs.

The program has been ranked No. 1 for twelve years, as evaluated by the Princeton Review. The program at the School of Cinematic Arts focuses on both the design and production of interactive media and games. Students emerge as creative media leaders, fluent in many forms of visual expression and storytelling, with a sophistication to design and develop innovative interactive experiences that expand the state of interactive art and play across domains, such as entertainment, education, health care, and social action.

The Computer Science Games program at the USC Viterbi School of Engineering provides students with a grounding in the fundamentals of computer science and a cross-disciplinary background in game development. Students emerge with an engineering-oriented game-programming skillset, with an understanding of key technologies and the ability to lead complex technical teams in the development of games.

In addition to the advanced games class, USC Games offers the USC Games Expo and an annual industry event held at the Game Developers Conference. USC Games brings more shared courses under this umbrella, including those from other schools at USCgames@usc.edu.

About the USC School of Cinematic Arts
The University of Southern California's School of Cinematic Arts is one of the leading film schools in the world. Founded in collaboration with the Academy of Motion Picture Arts and Sciences in 1929 over 95 years ago, the USC School of Cinematic Arts has fueled and mirrored the growth of entertainment as an industry and an art form. The School offers comprehensive programs in directing, producing, writing, critical studies, animation and digital arts, production, interactive media, and games, all backed by a broad liberal arts education and taught by leading practitioners in each field. Its more than 18,000 alumni are among the world's most distinguished animators, scholars, teachers, writers, directors, producers, cinematographers, editors, sound experts, and industry executives. Since 1973, not a year has passed without an alumnus or alumna being nominated for an Academy Award. https://cinema.usc.edu/.

About the USC Viterbi School of Engineering

Founded in 1905, the USC Viterbi School of Engineering was named in 2004 as the Andrew and Erna Viterbi School of Engineering, honoring USC alumnus Andrew Viterbi, who developed an algorithm to connect the world, and his wife Erna. Located in Los Angeles, a global center for arts, technology, business, and innovation in the heart of the Pacific Rim, USC Viterbi draws undergraduate and graduate students from all over the world. With more than 10,000 students, 400 faculty across all ranks and appointment levels, and more than 40 in-residence or affiliated members of the National Academies, USC Viterbi is considered among the top engineering programs. Under the leadership of Dean Yannis C. Yortsos, the school helps re-imagine the 21st century engineer, by pioneering the Grand Challenge Scholars Program, leading national efforts in enhancing diversity, and changing the conversation about engineering. With its vision of engineering a better world for all humanity, USC Viterbi embodies the power of engineering (Engineering+) to advance discovery and solutions across all disciplines, to serve California, the nation, and the world. In 2024, the USC Viterbi School of Engineering launched the School of Advanced Computing, thus creating a new school "within a school." http://viterbi.usc.edu/

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