USC Games Expo Marks 10 Years of Shaping the Future of Play, Returning to Campus May 12, 2026

Global game developer Wemade joins as featured partner supporting the industry's next generation of game creators

LOS ANGELES (December 9, 2025) – Today, North America's No. 1 collegiate game design program, [USC Games](#), announced its **10th annual USC Games Expo** will return to **USC's campus on May 12, 2026**. The USC Games Expo, the largest university-run gaming showcase in the world, will spotlight the work of students who are shaping the future of interactive entertainment. The 2026 Expo will be supported by [Wemade](#), the pioneering global game developer and publisher behind the *Legend of Mir* series and a leader in MMORPG and blockchain gaming innovation.

"The USC Games Expo is the highlight of our year, giving our students the opportunity to showcase the games they've poured their creativity, talent, and dedication into," said Danny Bilson, chair of the USC School of Cinematic Arts Interactive Media & Games Division and director of USC Games. "As we celebrate the 10th anniversary of the Expo in 2026, we reflect on a decade of innovation and collaboration that has helped define USC Games as a leader in interactive entertainment education. We're proud to welcome Wemade as a partner, whose support reinforces our shared commitment to nurturing the next generation of game creators."

The 2026 USC Games Expo will kick off with the **USC Games Advanced Games Projects (AGP) Spotlight Show**, where 10 student-developed titles from USC's premier capstone course will take center stage. As the culminating experience of the USC Games curriculum, AGP immerses student teams in a professional studio environment, challenging them to pitch, develop, refine, and launch original titles. The 2026 featured titles include:

Aftertaste

Aftertaste is a surreal 3D adventure side-scrolling platformer where you play as a sentient tongue. Play through the bizarre, cute, and heartfelt environment of a chef's inner organs, which represent the process of burnout, and taste what it means to fall back in love with your passion. In this narrative-driven experience, discover a stylized world where every organ tells a story, and every action illustrates a thoughtful metaphor.

Baacadia

Baacadia is a 3D exploration game where you guide a flock of friendly Cloudfens—fluffy alien sheep—across a broken planet in need of healing. As a recorder robot built to capture and replay sounds, you will discover how your audio toolkit shapes the world around you. Watch your flock respond to each frequency. See flora bloom and fauna stir. Learn what this alien landscape remembers. No combat. No failure. Just sound, observation, a world that responds to every sound you play, and wool.

B.L.U.E.

B.L.U.E. is a multiplayer engineering combat sandbox set in deep space. Build your own ships with modular parts, shape their behavior through real physics, and take them into battles where every force, collision, and failure is accurately simulated. Use intuitive engineering tools to design engines, structures, and systems that actually work in an experience where every design choice matters. Experiment with mass, balance, thrust, durability, and more. Whether you enjoy building, competing, or experimenting, *B.L.U.E.* lets you bring your imagined spacecraft to life and watch them fly!

Glorgo's Microplastics Mine

Glorgo's Microplastics Mine is an absurd, eccentric, incremental resource manager that puts the player in the shoes of an overworked, underpaid middle-manager. Oversee the enthusiastic miners under your direction as they mutate into something distinctly inhuman in the pursuit of growing capital for a scheming and callous boss. Amass a hoard of wealth, navigate the vast, eerie alien mines, and encounter voracious plastic beasts in a colorful, Y2K-themed dystopia filled with mayhem, microplastics, and monsters.

Lucky Duckies

Grab a friend and dive into *Lucky Duckies*, a delightfully goofy co-op 3D puzzle-platformer that mixes bouncy movement, water-spray hijinks, and over-the-top bath-time chaos. As two rubber duck parents, you'll team up to rescue stranded ducklings across an overflowing bathroom, working together to spin water wheels, raise platforms, and launch each other through bubbly obstacle courses that will have you quacking up. Pick your duck, grab a controller, and get your ducks in a row for the bubbliest co-op adventure of your life!

Masterworks of Horror: Lovecraft's Gambit

Bring your favorite stories to life using the works of legendary horror authors and become the genre's greatest wordsmith in *Masterworks of Horror: Lovecraft's Gambit*. Collect cards and build fully-customizable decks of literary mash-ups to best your opponent in this real-time card game battler. Do you have what it takes to embody horror's most celebrated authors and create your own Masterwork?

Move, Move, Melon

Move, Move, Melon is a whimsical 3D on-rails collection game. Play as Melon, a hamster racing through snack-filled levels on her toy-ice cream maker to make the biggest scoop the world has ever seen! This evolution of a 'runner' game is a handcrafted, joy-filled escape, where every stage bursts with surprise and charm. Dive in, replay, and rediscover the fun every time!

Sisyphus's Worst Day Ever

Sisyphus's Worst Day Ever is a mischievous 3D puzzle game for clever strategists and fans of dark humor. Instead of solving for escape, you cleverly orchestrate an endless cycle of loops, ensuring Sisyphus always finds himself one step away from freedom—and somehow, always back at square one. As Zeus's newest intern, you'll engineer delightfully twisted contraptions and mind-bending scenarios, turning every hill into an inescapable carousel of frustration. With each level, Sisyphus comes so close to breaking the cycle, only to be spun right back where he started.

Stitchlings

Stitchlings is a couch co-op, top-down, hack-and-slash game where the enemies you defeat become parts to stitch onto your character. Play as a plush doll in a miniature world made of arts and crafts, battling dust bunnies and toy amalgamations. Grab a friend, discover the secrets of this haunted patchwork world, and find your place in it...together!

THE UNREALTOR

Welcome home to *THE UNREALTOR* — a co-op puzzle adventure game where you and a friend are Maya and Noah, future roommates trapped in a house tour that spirals into a shifting maze of impossible architecture. To escape this house-tour-from-hell, you'll solve a series of perspective-based visual puzzles, hunting for split objects that match across your shared screen. Each puzzle solved transforms the home—unraveling new rooms, bending the laws of physics, and revealing even stranger challenges. As you dive deeper, you'll uncover the home's enigmatic past and, with any luck, find a way out.

Following the AGP Spotlight Show, Expo attendees, including USC students, faculty, staff, alumni, and members of the public, will have the opportunity to play more than 60 games created by students across the USC Games program. The Expo will also feature interactive installations from USC's renowned **Themed Entertainment program**, as well as an exciting esports tournament. Additionally, guests can preview new titles developed in the 2026 **Games as a Service and Live Operations (GLO)** course, a first-of-its-kind academic class that focuses on the "live" component of game development, using PUBG MOBILE's World of Wonder platform.

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 WEMADE

WEMADE is the only company combining over two decades of AAA game development success with a fully operational, game-proven blockchain ecosystem—built entirely on its proprietary Layer-1 mainnet, WEMIX3.0. Known for global hits such as The Legend of Mir, MIR4, NIGHT CROWS and Legend of YMIR, WEMADE is leading the industry in seamlessly integrating

gameplay, tokenomics, NFTs, stablecoin payments, and blockchain infrastructure. Through WEMIX PLAY, WEMADE delivers a unified digital economy where players, creators, and investors can own, trade, and benefit from digital assets—powering the next generation of interactive entertainment and driving the evolution of Web3 gaming. For more information, please visit https://wemade.com/.

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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