DIGIPEN INSTITUTE OF TECHNOLOGY

Since 1988, DigiPen Institute of Technology has been preparing students for lifelong learning and success.

An educational pioneer, we were the first college in the world to offer a bachelor's degree in video game technology and development. Today, we offer a wide range of programs spanning art, design, and computer science. Through a combination of academic rigor and interdisciplinary team-based projects, our educational model empowers students to be active learners, bold problem-solvers, and talented creators — ready to tackle new challenges with passion and knowledge.

UNDERGRADUATE DEGREES BY CATEGORY

Computer Science
- BS in Computer Science
- BS in Computer Science in Machine Learning

Digital Art and Animation
- BFA in Digital Art and Animation

Game Design and Development
- BA in Game Design
- BS in Computer Science and Game Design
- BS in Computer Science in Real-Time Interactive Simulation

Music and Audio
- BA in Music and Sound Design
- BS in Computer Science and Digital Audio

HOW TO APPLY

Admissions requirements vary by degree program. For the most up-to-date information, please visit the DigiPen website: *digipen.edu/admissions/how-to-apply/undergraduate-admissions-requirements*

General Requirements (All Programs)
- Online application
- High school transcripts
- Personal essay

Optional Materials (All Programs)
- Additional essay
- Letters of recommendation
- SAT/ACT scores (optional for Fall 2021 applicants)

#1

#1 Best long-term return on investment (30 and 40 years) for an undergraduate degree in Washington State.*

*Georgetown University Center on Education and the Workforce, November 2019

1,500+

Our graduates have been credited on more than 1,500 commercial game titles as programmers, artists, designers, and more.

600+

More than 600 companies have hired DigiPen graduates, including Microsoft, Amazon, Nintendo, Bungie, and Disney.

OFFICE OF OUTREACH
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