**1-2 line description of your org**

ACM Game Studio teaches, facilitates, and encourages students in their pursuit of all aspects of video game development.

**Additionally, provide a short paragraph that answers the following questions:**

a. What is your organization’s mission?

b. How does your club cater toward freshmen/transfer students and beginners?

c. What are major events/projects that your organization offers?

d. What is the best way to get into contact with your organization? (Plug socials, and email info)

e. What is the date and time of your club’s info-session? Where and how to sign up?

Game Studio’s mission is to teach skills revolving around video game development such as computer science, game design and art in order to help usher students into the game development industry. We cater to all experience levels with multiple tutorial tracks that teach both beginner and advanced skills, particularly in the Unity game engine. Throughout fall quarter we provide tutorial sessions for our advanced and beginner tutorial tracks. Then during winter quarter we break up the club into project teams where an experienced team lead presents a game idea and then works on it with their respective group throughout winter and spring quarter. In addition to this, across the whole school year we host socials and game jams for anyone interested. To contact us, join either the ACM General discord or our club’s personal ACM Game Studio discord. You can also contact us through our Facebook page, where we’ll announce information about our event.

ACM Game Studio Discord: <https://discord.gg/9jDH6rN>

ACM Game Studio Facebook: <https://www.facebook.com/groups/uclaacmstudio>

ACM as a whole has a general meeting on Monday, October 5, 6:30pm so if you want some more information please attend! However, we accept members whenever so even if you can’t make the general meeting you can join both our organization or any of the ACM organizations.