New Degrees at Full Sail

We’re proud to announce a variety of new degree programs launched this year focused on some of the most exciting career fields out there:

- **Game Business & Esports Bachelor’s**
  - Gain real-world business skills in marketing products, developing revenue streams, reaching gaming audiences, and managing esports teams.

- **User Experience Bachelor’s**
  - Understand what factors go into human-centered design and how to research, use professional workflows, test UX designs, and present your findings.

- **Computer Science Master’s**
  - Develop your own software with advanced courses in artificial intelligence, machine learning, data science, and human-computer interaction.

- **Computer Science Bachelor’s**
  - **Artificial Intelligence Concentration**
    - Learn to design, develop, and implement software-based AI solutions, with courses in deep learning, security, and computer vision.
  - **Mobile Development Concentration**
    - Learn programming languages for Android and Apple devices, data structures, software engineering, and architecture.

Scholarships

Full Sail University offers a variety of scholarships for qualified students both online and on campus. For more details, contact an Admissions Representative at 800.226.7825. Financial aid is available for those who qualify. Check out our Scholarship Guide to evaluate your eligibility.

Visit fullsail.edu/scholarships

Visit Our Unique Campus

Our campus is one of those places you just have to experience for yourself. Come take a tour!

**Daily Tours**

Monday - Friday 10AM - 5PM, Every Hour, Walk-ins Welcome

Join us for a walking tour of our tech labs, studios, backlot, Audio Temple, and learning spaces as one of our student guides gives you an overview of our degrees offered and what it’s like to learn here.

**Behind the Scenes Tour**

Monthly, RSVP Required

This fun, engaging tour is an in-depth look at what makes Full Sail different, from our campus and curriculum to student life and beyond. The tour includes a breakout session with educators in your chosen field and a live panel of grads, sharing their experiences and answering student questions. You’ll also have opportunities to learn about financial aid, career development, scholarships, and more.

Find out more: fullsail.edu/tour

Full Sail University

To expand your wardrobe or load up on necessary tools of the trade, gear up at the hangR.

hangr.fullsail.edu

Use code “HANGR” for 15% off site-wide!
2021 saw the debut of esports scholarships at Full Sail. Four students were awarded 2021 Orlando Health Jewett Orthopedic Institute and Full Sail University Scholarships, with funds ranging from $10,000 to $15,000. These scholarships are a key component of the multi-year naming rights partnership between Orlando Health and Full Sail University; the university’s on-campus esports arena was officially renamed as the Full Sail University Orlando Health Fortress, and $50,000 in scholarship funds are to be distributed to qualifying students each year.

Digital Cinematography graduate and former Full Sail Armada Stream Team member Brian Woods — known also by the handle BreanuReeves — was able to gain professional experience working with youth esports program Game Gym while helping to coordinate their latest event, Spring Summit 2022. The event invites challengers in the Mid-Atlantic Esports Conference to compete and raise awareness for game-based research at Children’s National Hospital, which uses video games to help treat patients and gauge their movements.

Media Communications graduates Melia Anguiano and Zoe Monday are two members of the pro esports community who are applying their skills to roles with some of the most recognizable names in professional esports. Melia is currently working with players, teams, and fans as a Talent and Operations Manager with Sentinels while Zoe is focusing on social and production-based work as a Graphic Designer with Evil Geniuses. “Esports has so many ways that different people from different areas can contribute to it,” says Zoe. “It’s such a connected way to be involved in the gaming industry.”

Since graduating from Full Sail’s Entertainment Business bachelor’s program in 2012, Matt “Burns” Potthoff has given back to the Full Sail community and its esports initiative in several ways including attending events, participating in panels, and more. Now, Matt — who is also eUnited’s General Manager and VP of esports — is focusing on Armada, assisting with the club’s varsity Call of Duty and Rocket League rosters. As a former pro player, current professional in the industry, and a former student, Matt’s unique perspective allows him to support Armada athletes from a position they not only respect but one they can relate to.
Members of Full Sail’s leadership team opened Studio V1, the school’s $3 million virtual production studio, during a ribbon cutting ceremony on March 8. An open house after the ceremony gave students, staff, and alumni an up-close look at the studio’s technology. Studio V1’s top-of-the-line Brompton LED processors, 40-foot wide and 16-foot high LED wall, and 500 hyper-pixel LED tiles make it one of the most technologically advanced on-campus studios in the nation. Attendees also enjoyed virtual production demonstrations from Studio V1’s staff, while educational panels about the virtual production process and the future of the film industry took place throughout Hall of Fame Week.
Diana Garle and Michael Forsythe’s characters were arguing about an onscreen crime when director Lou Simón yelled, “Cut!” The scene’s proportions were off: The actors needed to be closer to the back of the room.

Adjustments like this used to eat up precious time, money, and energy on a traditional film set. Today, in a virtual production studio, they can be fixed in minutes. Recently, filmmakers have used virtual production technology to create special effects for movies like *Free Guy* and *The Matrix Resurrections*, while larger-scale implementations – such as Lucasfilm’s creation of sweeping deserts and other fully-realized shooting sets for *The Mandalorian* – have also become more common.

Industry pros are saying that these studios are the future of filmmaking — and Full Sail University’s recently opened Studio V1: Virtual Production is bringing that future to students.

On location in Studio V1, the crew of *9 Windows* got to work making the adjustments the director requested. But, instead of shifting the actors, crew, props, cameras, and lights, Game Art students got to work on a nearby computer. With a few keystrokes, the living room set for *9 Windows* zoomed closer to the cameras and the actors shifted seamlessly into the next take.

*9 Windows*, a modernization of the Hitchcock classic *Rear Window*, was the first production in Studio V1. It’s a feature film about Liza, a car crash survivor who watches nine continuously livestreaming videos as she learns how to walk again. With the help of her physical therapist and two detectives, she hunts for a masked killer who livestreams his murders. The project is a case study in professional-level virtual production, and it was the first of many films that students will work on to prepare for the next generation of on-set tech.

9 Windows touched on all of the elements of virtual production, making it a stellar choice for the studio’s first film. The opening driving sequence gave students a firsthand look at using Unreal Engine and Brompton LED processors to create realistic car scenes with moving 3D backgrounds. Students learned how to make “sunlight” from the studio’s 500 hyper-pixel LED tiles look natural as it streamed through Liza’s windows. Scenes in the killer’s basement taught students about the unique set dressing needs of virtual productions: Items had to be strategically placed to mimic the depth of a physical environment through the virtual and on-set cameras.

Full Sail Film students will obviously work in the studio, but peers in other programs will also gain experience from Studio V1. Game Art, Game Design, and Game Development students will help build the virtual sets in Unreal Engine, Computer Animation students can give input on the look and feel of the 3D environments, and students in Full Sail’s Simulation & Visualization program will interact with the latest in entertainment tech. The result is an interdisciplinary training experience that prepares students to work in movies, television, commercials, and more.

Audiences will find out if Liza defeats both a killer and her own demons when *9 Windows* is released. But until then, a world of possibilities will find a place in Studio V1.
Multiple Grads on Summer Movies

The summer 2022 movie season saw crowds returning to theaters to enjoy some of the year's biggest blockbusters, and as the credits rolled on these hits, numerous Full Sail grads were listed in a wide range of roles. The summer kicked off with the latest installment in the Marvel Cinematic Universe, *Doctor Strange and the Multiverse of Madness*, which featured more than 15 grads from Film, Computer Animation, Recording Arts, and other degree programs, while a few weeks later, *Jurassic World Dominion* opened, featuring multiple grads from the Computer Animation program in Lead Digital Artist roles. But it was the release of *Top Gun: Maverick* on Memorial Day weekend that really got the season underway, as the film shattered box office records; 15+ grads were credited with working on the film's on-set production, audio, visual effects, and in the publicity department.

Halo Infinite Features the Work of 15+ Grads

It's been 20 years since the first game in the Halo franchise was released to gamers around the world, and the newest installment *Halo Infinite* features the work of over 15 Full Sail grads from game, audio, art, and film degree programs.

Grads from 343 Industries, the game's main developer, contributed to the game in a variety of roles in engineering, animation, and producing. Full Sail graduates worked to animate and bring to life the rich, storied world of Master Chief and the UNSC with graphic elements that meet the expectations of modern gamers while keeping true to the franchise's origins.

Dozens of Grads on Recent Streaming Hits

The fourth season of Stranger Things hit Netflix with a bang during Summer 2022, and many Full Sail grads were credited on the latest edition in a wide range of roles. 20+ alumni from the Film, Recording Arts, and Computer Animation degree programs worked on the show in roles like Chief Lighting Technician, Set Decoration Buyer, ADR Mixer, and Digital Artist. Full Sail grads also made an impact on new Disney+ series, with 19 grads credited on *Ms. Marvel* in roles like Key Second Assistant Director, Production Secretary, Health & Safety PA, Art Assistant, VFX Witness Camera Operator, and more, while multiple grads from Full Sail's Recording Arts and Film degree programs were credited on the latest entry into the *Star Wars* canon, *Obi-Wan Kenobi*. 
I think it really has to come from the heart. You’ve got to really like what you do in the process and the satisfaction that you get from it.

Christian Jeric Trono's career as a videographer has been defined by passion projects. The Media Communications grad started out filming live bands for free at music festivals. Those videos helped him land video internships at Billboard and Complex Networks. He currently gets paid to do what he loves as a content creator for VaynerMedia's Asia-Pacific branch.

Being able to experience loading and unloading gear at Full Sail and how it works in the real world was pretty valuable. I wasn’t shocked on my first tour.

As a Software Engineer, Wed Development graduate Adam Rensel works with his team at GitHub to build and develop GitHub Education’s online platforms Classroom and the Student Pack, overseeing everything from coding and design to verifying students' eligibility to utilize the software. “GitHub Education is like a startup within GitHub, sort of. We’re very separate. We handle all of our own ops and things like that, whereas on the main app, there are teams for every little thing,” he says.

We had to figure out how to make the key of the song work for the new artist. Since we didn’t re-track anything, we were bound by that. So we tried to find ways to interpret the songs to feel natural for the artists.

Show Production grad Ryley Esler went on tour with country star Jason Aldean just two years after graduating. Ryley was responsible for setting up everything video-related for each live show, from LED screens to cameras to processors to the Ross Carbonite switcher he mastered at Full Sail. His degree prepared him for the adrenaline-fueled, 12-hour days that come with touring. After Jason's tour wrapped, Ryley hit the road again with Lee Brice.

Full Sail Hall of Fame inductee and 18-time Grammy and Latin Grammy winner Sebastian Krys helped Elvis Costello reinterpret his 1978 album This Year's Model into a Spanish-language album called Spanish Model. The Recording Arts grad produced, recorded, and remixed new vocals from artists like Luis Fonsi and Juanes over the original master tracks.

For us to be here, we can service this community in a way that shows them that you’re the main character in that story, you’re not always the sidekick.

Sharmane Fury and Byron Canady first met as students in the Entertainment Business master's program, and their shared interest in comics not only made for a fast friendship, but it also made for a successful business partnership. The two recently opened their very own comic book shop — Gulf Coast Cosmos — in Houston's historically black Third Ward neighborhood. “There are comic book shops and things like that in the area, but they’re not showcasing the comics of the people, of the characters that look like the people in this neighborhood,” says Sharmane.
Full Sail’s Thirteenth Annual Hall of Fame Week will celebrate the school’s outstanding graduates.

The six new Hall of Fame inductees include Show Production grad Brandon Blackwell (CEO & Founder, Blackwell Productions; Front of House, Monitor, & Broadcast Mixer); Recording Arts and Game Design graduate Aaron Hamilton Cook (Producer, Bioware); Game Art graduate Caris Baker (Senior Technical Artist, Unity); Game Development and Entertainment Business graduate Victor Herrera da Silva (CEO, Nuestra Visión; Founder & Managing Partner, ReadyAnt Studios); Film, Educational Media Design & Technology, and Creative Writing grad Devan Renea (Executive Assistant to the Executive Vice President of Post-Production Creative Services, Warner Bros.); and Recording Arts graduate Jeff “Supa Jeff” Villanueva (Sound Designer & Recording Engineer, TyFy Studios).

The week will also give current students the chance to learn, network, and create with workshops, guest panels, employment events, a technology expo, film screenings, and more.
Dr. Haifa Maamar
Education Director of Emerging Technologies

As Full Sail’s Education Director of Emerging Technologies, Dr. Haifa Maamar helps the next generation of technology and game professionals develop the skills they need to forge a path in competitive industries. She focused on wireless networks in virtual and augmented reality environments while she earned her PhD in Computer and Electrical Engineering from the University of Ottawa, then worked as a software architect for international stock exchanges after she graduated. Today she’s putting Full Sail’s game and technology programs on the map by bringing professional projects from game and tech companies to students.

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Rob Catto
Simulation & Visualization & Game Design Master’s

Currently leading both Full Sail’s Simulation & Visualization and Game Design master’s degree programs, Rob Catto has kept the university at the cross-section of education and technology, not only in its degree programs, but in its campus spaces that simulate real-world tech environments. As a reflection of his achievements in the field, in 2021, Rob was an inductee into the National Center for Simulation’s Modeling and Simulation Hall of Fame.

Natly Torres Alvarado
Innovation & Entrepreneurship

Natly Torres Alvarado is a civil litigator who splits her time between handling small business disputes and teaching the Legal Issues for Entrepreneurs course at Full Sail. Her experience as a US Foreign Affairs Officer and a Florida Supreme Court Civil Mediator taught her to find common ground between parties at odds. She teaches master’s students about dispute resolution and how to avoid common legal pitfalls.

Melissa Schumann
Sports Marketing & Media, Digital Marketing

Melissa Schumann brings her advanced education and years of business experience to Full Sail: She has an MBA from Rollins College and owns The Falcon, a hip Orlando arts bar. In her intrapreneurship-focused Project & Portfolio III course, Melissa helps students develop formal business proposals that will allow employees to carve out an entrepreneurial niche within an existing organization.

Eric Berzins
Audio Production

Students in month 24 of the Audio Production bachelor’s program design audio for video games utilizing Audiokinetic Wwise, a software suite built especially for interactive media and game development. While it’s utilized at game studios across the industry, the program nonetheless was lacking accessibility functions for student Andre Woods, whose blindness makes features that improve accessibility essential to learning. Full Sail instructor Eric Berzins developed a solution that enabled accessibility for Andre and other visually impaired students. Writing an extensive series of Keyboard Maestro macros, Eric was able to provide Andre with the tools to successfully operate Wwise across the required assignments, something that was previously impossible.

USA TODAY Climate Change Project

USA TODAY turned to Full Sail’s Audio Production faculty to create sensory experiences based on decades of rainfall data. Marc Pinsky, Dr. Timothy Stulman, and Thomas Owen matched up rhythmic tones with data points on rainfall graphs from different states. The completed songs gave an audio representation of how rainfall has increased or decreased over the years due to climate change.
Students in Full Sail's Simulation & Visualization program have been working on an exciting new project: A massive 3D printed race car. Built to scale, the model is a replica of Red Bull RB16, a Formula 1 racing car designed and constructed by Red Bull Racing. Once completed, the car will create an experience where users can simulate operating a Formula 1 vehicle. "I think I can safely say that nowhere in the world has somebody 3D printed a full-sized Formula 1 car," says course director Pat Starace, who sees students work on the project in months 19 and 20 of the Simulation & Visualization program. More than two dozen students have contributed to the build since it started, allowing them to gain invaluable experience in the AR/VR field.

For years, Full Sail students have worked behind the scenes at events ranging from concerts to wrestling matches in the Full Sail Live venue. Full Sail's Events department spent the last few years upgrading the venue to give students outstanding gear during their education journey. The school built a new lighting system from the ground up with fresh fixtures, truss, rigging, power and data cables, and a grandMA3 lighting control system. Students who are programming on the new grandMA3 console will learn how to create elaborate lighting looks at faster speeds, while students working with the new Kvant BeamBrush lasers will work with boundary-pushing laser technology.

Graphic Design USA’s "Students to Watch" List Names Two Impressive Grads

Graphic Design USA’s list of “Students to Watch” honors students they identify as “top students ready to burst on the design scene.” This year, Full Sail’s Digital Arts & Design grad Mac Jo Smith and Media Design MFA grad Morgan Baker were selected for their exceptional work.
Full Sail joins the nation’s top colleges with online degrees in this year’s list by Newsweek, which selected 150 out of nearly 4,000 degree-granting institutions for the honor. “It is the work of our dedicated educators and support teams that made this feat possible to achieve,” says David Franko, Ph.D., Full Sail Vice President of Academic Affairs. “At Full Sail, we are always striving to support the dreams of our students while standing with our graduates as they enter their chosen careers.”

"AMERICA'S TOP ONLINE COLLEGES 2022" - NEWSWEEK

TheWrap

THEWRAP
NAMES FULL SAIL ONE OF 2021 "TOP 50 FILM SCHOOLS"

Movie industry magazine TheWrap included Full Sail on its list of the country’s 50 best film schools for the sixth year in a row. The annual list honored Full Sail’s Film bachelor’s, Film Production master’s, and Digital Cinematography bachelor’s degrees for their balanced approach to the creative and practical sides of filmmaking.

FULL SAIL NAMED TOP GAME DESIGN SCHOOL BY PRINCETON REVIEW

For the eighth year in a row, Full Sail University was recognized by The Princeton Review as one of the best colleges for game design. The Game Design bachelor’s program earned Full Sail a spot on the 2022 list of “Top 50 Game Design Programs: Undergrad.”
MULTIPLE FULL SAIL GRADS CREDITED ON LATIN GRAMMY NOMINEES

Graduates from Full Sail programs like Recording Arts and Music Production helped make 2021’s Latin Grammy nominees stand out from the crowd. Overall, 22 graduates were credited on 28 nominated projects in 22 categories, and eight grads were nominated by name for their own Latin Grammys. Grad Maddox Chhim was nominated as a mixer on Mis Mensas by Camilo. Hall of Fame grad Josh Gudwin earned a nomination for his work as a mixer on El Último Tour del Mundo by Bad Bunny, while Colin Leonard was nominated for his skills as a mastering engineer on the same album. A second Hall of Fame grad, Sebastian Krys, earned a nod as a producer, engineer, and mixer on Origen by Juanes.

121 GRADS ON 2023’S OSCAR-NOMINATED PROJECTS

More than 120 Full Sail graduates were credited on 27 nominated projects in 20 categories at the 2023 Academy Awards. When the winners were announced, 85 grads were credited on nine Oscar-winning projects in 18 categories, including the night’s Best Picture winner Everything Everywhere All at Once. Other grads worked on nominated movies like Top Gun: Maverick (Best Picture, Best Visual Effects, Best Film Editing, and winner for Best Sound), Avatar: Way of the Water (Best Picture, Best Production Design, Best Sound, and winner for Best Visual Effects), and Marcel the Shell with Shoes On (Best Animated Feature Film). More than 20 Full Sail grads also worked on Block Panther: Wakanda Forever, which won the Best Costume Design category.

40+ GRADS CREDITED ON GRAMMY-NOMINATED PROJECTS

At the 2023 Grammy Awards, more than 40 grads were credited on 53 Grammy-nominated projects in 38 categories. Three grads were nominated for their own Grammys, including Josh Gudwin and Colin Leonard for their contributions Bad Bunny’s Un Verano Sin Ti. Grad Stuart White won a Grammy for his work on Beyoncé’s album Renaissance. Full Sail alumni also appeared in categories like Album of the Year, Record of the Year, and Best Rock Album.

200+ GRADS ON THE YEAR’S BEST TV SHOWS

More than 200 grads contributed to 201 nominated projects in 112 categories at the 2022 Primetime Emmy Awards. Fourteen graduates were individually nominated, with four Recording Arts grads winning their own statuettes for their superlative work. Chris Fogel earned his own Emmy as a Score Recorder and Mixer on The Mandalorian for “Chapter 13: The Jedi.” Brett Voss (Foley Editor, Lovecraft Country), Brad North (Supervising Sound Editor/Dialogue Editor, Love, Death + Robots episode “Snow in the Desert”), and Ryan Kennedy (Re-recording Mixer, Ted Lasso episode “The Hope That Kills You”), rounded out the individual Emmy wins for Full Sail grads.

200+ GRADS ON GAME AWARDS NOMINEES

At the 2022 Game Awards, more than 200 Full Sail grads were credited on more than 25 projects in 21 categories. Grads contributed to winning titles like God of War Ragnarök (Best Narrative, Best Action/Adventure, Innovation in Accessibility), Valorant (Best Esports Game), Moss: Book II (Best VR/AR), and Arcane: League of Legends (Best Adaptation).