



digitalbros  
gameacademy

## ISCRITTI ANNO ACCADEMICO 2017/2018

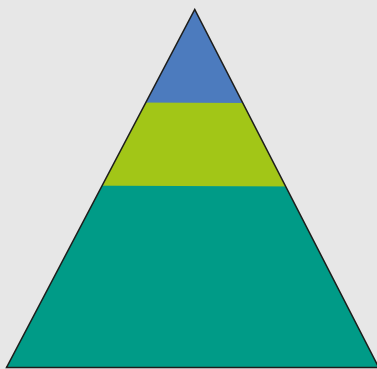
ISCRITTI  
**71**



**91%**



**9%**



**25%**

GAME PROGRAMMER

**23%**

ARTIST & ANIMATOR 2D/3D

**52%**

GAME DESIGNER

**4** BORSE DI STUDIO

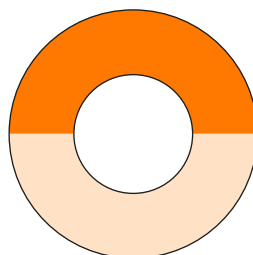
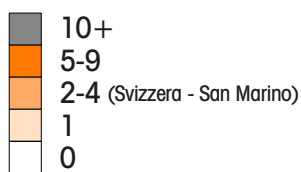


### PROVENIENZA ISCRITTI

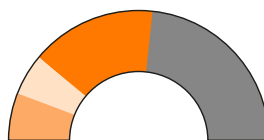
14 REGIONI ITALIANE  
2 STATI ESTERI



NUMERO DI STUDENTI



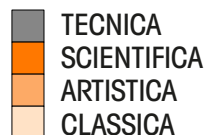
**50%**  
PROVENIENZA DIVERSA DALLA LOMBARDIA



**14%**  
LAUREATI O IN CORSO DI LAUREA

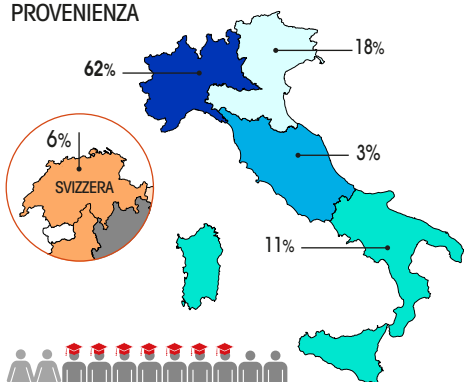


**PROVENIENZA SCOLASTICA**



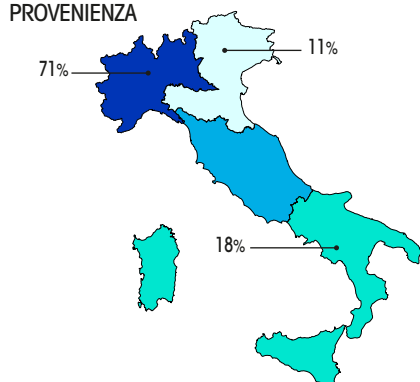
### 36 ISCRITTI GAME DESIGNER

PROVENIENZA



### 17 ISCRITTI ARTIST & ANIMATOR 2D/3D

PROVENIENZA



### 18 ISCRITTI GAME PROGRAMMER

PROVENIENZA

