The Games Institute (GI) is a multidisciplinary research centre at the University of Waterloo. At the GI, we support games-related research by sustaining a community with space and resources for research activities. What's under the umbrella of games-related research? Here are some examples: narratology (stories in games), interactive technologies, digital media, culture, human-computer interaction, and AR/VR. We embrace innovative and interdisciplinary perspectives that redefine traditional views of these fields in order to keep pace with the quickly evolving games industry.

Get Involved:
- Create a game in 48 hours at the GI Jam
- Attend Research Talks and events
- Participate in research studies
- Join the Game Development club or Computer Graphics club

Although membership is restricted to UW graduate students and faculty, this does not mean that undergraduates cannot become involved with the GI. The community provides opportunities to collaborate with like-minded researchers across disciplines, work with industry partners, and be a part of multidisciplinary research groups for faculty run projects. Undergraduate students can leverage our broad network, use high-end research equipment, work in a fully collaborative interdisciplinary research space, experience regular opportunities for research sharing, work with highly influential industry partners, and boost their portfolio by collaborating with multidisciplinary research labs.