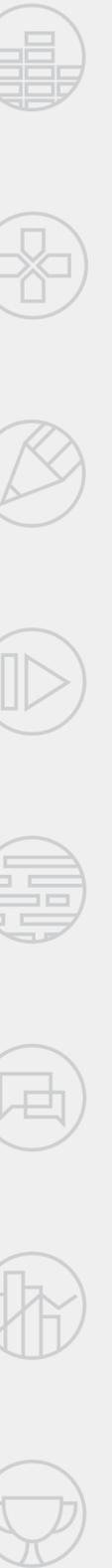


Degree PROGRAMS



Game Design

Graduate Degree Program - Campus & Online

OVERVIEW

The curriculum in the Game Design Master of Science degree program is composed of high-level production, game design, quality assurance, usability, and leadership courses that explore deeply into the game development pipeline. In this program, you will expand and advance your project and design skills through practical exercises in leadership, team management, game design, and usability in order to build the proficiencies to advance your career in the game industry.

During the course of the program, you will be responsible for creating a variety of documentation types related to design, quality and usability testing, and production, which will be applied in team and independent game development processes. Students will additionally prepare and present a postmortem of their academic and development experiences in the program through their capstone project.

The Game Design Master of Science program has been crafted to help you develop the skills you'll need to succeed in the game development field. From the very beginning of your time in the program, you will have the opportunity to observe, evaluate, and participate in the game development process, culminating in the exploration of core development roles in an immersive game development experience. This comprehensive education will hone your leadership, design, and research skills in preparation for entering or advancing through the game industry.

MASTER'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of game development necessary to be successful in design, production, and user-experience roles. Completion of this degree program will greatly enhance your ability to work in the fast-paced environment of a game studio.

The program's curriculum cultivates your design skills, project and team management abilities, executive leadership insight, and quality and usability testing competence while teaching varied game development methodologies used by game studios across the industry.

Campus & Online

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT	HOURS
Master's Degree	1	MDL501	Mastery: Personal Development and Leadership	3.0	
	2	GDM542	Game Design	3.0	
	3	GDM615	Game Production Tools	3.5	
	4	GDM551	Methods and the User Experience	3.5	
	5	GDM635	Quality Assurance	3.5	
	6	GDM513	User Research Data Analysis	3.5	
	7	GDM570	Prototyping and Content Creation	3.5	
	8	GDM603	Advanced Production Techniques	3.5	
	9	GDM655	Advanced Design Workshop	3.5	
	10	GDM625	Asset Management	3.5	
	11	GDM670	Game Usability and Testing	3.5	
	12	GDM692	Thesis Portfolio	3.5	
				TOTAL CREDIT HOURS:	41
				TOTAL WEEKS:	48