

# Game Design Master of Science

## Degree Type

Master of Science

## Environment

campus

## Program Length

48 weeks

## 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. 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.

## Objective

**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, leadership insight, and quality and usability testing competence while teaching varied game development methodologies used by game studios across the industry.

## Month 1

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3.0

## Month 2

Month 2

Code	Title	Credit Hours
GDM542	Game Design	3.0

## Month 3

Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM615	Game Production Tools	3.5

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM551	Methods and the User Experience	3.5

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM655	Advanced Design Workshop	3.5

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM635	Quality Assurance	3.5

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM513	User Research Data Analysis	3.5

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM603	Advanced Production Techniques	3.5

## Month 9

Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM570	Prototyping and Content Creation	3.5

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM625	Asset Management	3.5

## Month 11

Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM670	Game Usability and Testing	3.5

## Month 12

Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDM692	Thesis Portfolio	3.5
<b>Total Credit Hours</b>		<b>41</b>