GAME DESIGN AND DEVELOPMENT

Admission Requirements

Following are requirements for admission to the program:

1. Official transcript confirming an undergraduate degree with a major in game development or the equivalent, and in fulfillment of requirements of Graduate Education. Alternatively, a major in animation, computer science, or user experience without game development would be considered with additional required study.
2. A minimum undergraduate last-60-hour grade point average of 3.0 on a 4.0 scale is needed for unconditional admission. Students with a GPA below that threshold may be admitted on a conditional basis.
3. A portfolio of game development work that demonstrates technical, design, or artistic accomplishment. Applicants should indicate which projects were collaborative efforts as well their role and contribution.
4. One or two letters of recommendation.
5. A statement of one's interests, abilities, and direction in game design & development. (250 words).
6. Application deadlines are August 15 (for spring entrance) and January 15 (for fall entrance) to be assured full consideration.

Degree Requirements

General Requirements

1. Students must enroll in the program full-time.
2. Students may not transfer graduate credit from another institution or program.
3. Undergraduate or additional graduate study may be necessary where deficiencies exist. The graduate faculty will make a collaborative decision regarding courses that fulfill specific deficiencies for the student's continuation in the program.