

MASTER OF SCIENCE IN GAME DEVELOPMENT

Department: Interactive Media (<https://catalog.bradley.edu/graduate/communications-fine-arts/interactive-media/>)

The Master of Science in Game Development requires 30 hours of credit. Students may also choose to earn a concentration in Game Programming (<https://catalog.bradley.edu/graduate/programs/master-science-game-development-game-programming-concentration/>).

M.S. candidates must hold a B.F.A., B.A., B.S. or degree in a game development equivalent to that offered by Bradley University. Undergraduate or graduate courses to remediate deficiencies must be completed but do not apply toward the semester hour graduate degree requirements.

All M.S. students undergo graduate faculty review for advancement to candidacy for M.S. degree after completion of 10 hours (1 semester).

Game Design & Development Course Requirements

Code	Title	Hours
I M 526	Practicum	2.0
I M 580	Game Seminar	6.0
I M 588	Game Prototyping & Pre-Production	6.0
I M 589	Game Production	3.0-6.0
I M 590	Game Post-Production	3.0-6.0
Total Hours		20-26

Course	Title	Hours
Semester 1		
I M 526	Practicum	1.0
I M 580	Game Seminar	3.0
I M 588	Game Prototyping & Pre-Production	6.0
Hours		10
Semester 2		
I M 526	Practicum	1.0
I M 580	Game Seminar	3.0
I M 589	Game Production	6.0
Hours		10
Semester 3		
I M 589	Game Production	6.0
I M 590	Game Post-Production	4.0
Hours		10
Total Hours		30