COMPUTER GAME DESIGN PROGRAM

Sang Nam, Director

2019 Art and Design Building
Fairfax Campus

Phone: 703-993-5734
Website: game.gmu.edu

The 120-credit Computer Game Design, BFA program enables students to focus on the artistic components of computer game design while providing them with the technical skills prerequisite to the field. Required courses include computer science, art and visual technology, music, the humanities, and computer game design. The required internship provides students with practical experience that enhances their employability post-graduation.

Faculty

Program Faculty

Professors

Martin, Nam (Director, Computer Game Design, Co-Director, VSGI)

Associate Professors

Casey (Co-Director, VSGI), Dieterich, Enfield (Research Associate, VSGI), Grimsby, Hudson, Piccione (Associate Director), Willis

Assistant Professors

Dieterich, Lebowitz, Nolan, Prawat

Administrative Faculty

Kane

Requirements & Policies

Undergraduate Program

Admissions

A writing sample will be reviewed prior to admission into the Game Design Program. Students will either be accepted, provisionally accepted, or denied. Visit the department website (http://game.gmu.edu/) for further instruction.

Writing-Intensive Requirement

The university requires all undergraduate students to complete at least one course designated "writing intensive" in their majors at the 300 level or above. Students in the BFA in computer game design fulfill this requirement by successfully completing GAME 332 RS: Story Design for Computer Games (Mason Core) (http://catalog.gmu.edu/mason-core/).

Upper-Level Credits

All undergraduate students are required to complete a minimum of 45 credits of upper-division courses at the 300-499 level. Fulfilling degree requirements does not guarantee this requirement will be met.

Major GPA

All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major.

All GAME courses except GAME 101 Introduction to Game Design (Mason Core) (http://catalog.gmu.edu/mason-core/), GAME 250 Music for Film and Video and GAME 367 Writing and Editing Music and Sound must be passed with a grade of C or better.

Academic Policies

All GAME majors are required to adhere to the George Mason University Honor code. Failure to do so may result in academic sanctions up to an including dismissal from the University.

Please see College of Visual and Performing Arts (http://catalog.gmu.edu/colleges-schools/visual-performing-arts/) for college academic policies.

Programs

- Computer Game Design Minor (CVPA)
- Computer Game Design, BFA
- Sport and Computer Game Design Minor (CVPA)