COMPUTER GAME DESIGN, MA

Banner Code: AR-MA-GAME

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The MA in Computer Game Design prepares graduate students, who may have studied game design at the undergraduate level, or who have degrees in a related technology, humanities, or arts discipline. The program's intention is to prepare students for employment and further study in the computer game design and development fields, with a curriculum that reflects the gaming industry's demand for an academically rigorous, technical program coupled with an understanding of the artistic and creative elements of the evolving field of study.

Admissions & Policies

Admissions
Admission is competitive. An offer of admission is valid only for the semester for which the student applies. Application for graduate admission is made to the Office of Graduate Admissions. The application deadline for fall admission is March 1; the application deadline for the spring semester is November 1. Mason encourages early applications from prospective students who wish to be considered for academic scholarships, grants or teaching assistantships.

Eligibility
Admission is contingent on satisfactory completion of in-progress coursework, and graduation with a Bachelor degree, with a 3.00 GPA or higher, from an accredited undergraduate institute of higher education.

Application Requirements
The following items are required with applications for admission in the MA in Computer Game Design:

- Evidence of computer programming knowledge. A minimum of 3 credits (undergraduate or graduate) of Pearl or Python and 3 credits of Java or C# is required (subject to change as fields develop);
- Completed online application for graduate study;
- Application fee;
- Official transcripts from all undergraduate institutions attended;
- Three letters of recommendation: letters from instructors, professional supervisors, who can evaluate the applicant's academic potential;
- International students must meet University criteria for the TOEFL (current University standard: 230 for computer-based, 88 for internet based tests), or other English proficiency examination;
- Goals statement: 1000 words, double spaced, 12 font;
- Writing sample: essay, review, project written within the last 3 years for academic course, college publication or competition, or for professional or community activity;
- Portfolio: must display 20 examples of the applicants' most accomplished work. The applicant's portfolio is a major selection criterion for graduate admission. Applicants' portfolio items are considered part of the application for admission and, thus, cannot be returned. The portfolio and all other application materials will be submitted to the Office of Graduate Admissions. See website for submission instructions.

Policies
See College of Visual and Performing Arts for college academic policies.

Requirements

Degree Requirements
Total credits: 36

Core Requirements
GAME 600 Research Methodologies in Game Design 3
Four credits of
GAME 605 Game Design Graduate Seminar 4
Six credits of
GAME 610 Game Production 6
GAME 617 Teaching Practicum 3
GAME 626 Game Business, Entrepreneurship and Practice 3
GAME 710 Graduate Internship 3
Total Credits 22

Electives
Select 9 credits from the following: 9
ENGH 590 Topics in Folk Narrative
ENGH 685 Selected Topics, Movements, or Genres of Literature in English
GAME 628 Advanced Game Art
GAME 630 Advanced Game Animation
GAME 635 Issues in Interactive Entertainment
GAME 638 Game Studio Management
GAME 650 Advanced Music and Sound for Games
GAME 658 Interactive Game Systems Design
SOCI 614 Sociology of Culture
PSYC 619 Applied Behavior Analysis: Principles, Procedures, and Philosophy

Total Credits 9

Comprehensive Experience
GAME 796 Directed Reading 1
GAME 797 Proposal Writing 1
GAME 798 Project and Applied Research 3-4
or GAME 799 Thesis

Total Credits 5-6