

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		4
GAME 605	Game Design Graduate Seminar	
Six credits of		6
GAME 610	Game Production	
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	
SOC1 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