INTO MASON: VISUAL AND PERFORMING ARTS GRADUATE PATHWAYS

Requirements

Graduate International Pathways to master's degrees in the College of Visual and Performing Arts

INTO Mason provides four Graduate International Pathways for international students to enter various graduate degrees in the College of Visual and Performing Arts (CVPA) at George Mason University. The pathways give students the academic foundation, essential language skills, and cultural knowledge to successfully move on to their master's degree programs. For most students, enrolling in a Graduate International Pathway will add one or two additional semesters to their overall master's degree program.

The following are the available Graduate International Pathways at INTO Mason to degrees in the College of Visual and Performing Arts at GMU:

- Arts Management
- Computer Game Design
- Graphic Design
- Music

The following are the types of pathways available:

- **One Term pathways (Accelerated):** These pathways lead students through their first semester of graduate school. Upon completion of all matriculation requirements, students will move on to their degree-seeking program often with several graduate credits completed as determined by the graduate degree program. Three of the four CVPA pathways have one-term options available (all except Arts Management).

- **Two Term pathways (Standard):** These pathways lead students through their first year of graduate school. Upon completion of all matriculation requirements, students will move on to their degree-seeking program often with several graduate credits completed as determined by the graduate degree program. All four CVPA pathways have two-term options available.

- **Bridge pathways:** These pathways provide foundational coursework designed to substitute for an additional year of undergraduate academic coursework, to render students with three-year baccalaureate degrees eligible to move on to their graduate degree program. Students will often move on to those degree-seeking programs with several graduate credits completed as determined by the graduate degree program. The Graphic Design and Computer Game Design pathways only have Bridge options available.

Graduate International Pathways are designed for international students who:

- Need further English language development. Students who require a moderate amount of English language support can enter all available International Pathways to strengthen their language proficiency and ensure their long-term academic success

- Require a fourth year of undergraduate study. Students who hold three-year baccalaureate degrees that are not formally evaluated as equivalent to a four-year U.S. bachelor’s degree may enter many Graduate International Pathways. For these students, their pathway acts as a "bridge" enhancing their international educational background with academic coursework to meet the eligibility for admission to a GMU graduate degree program

- Fall short of meeting the minimum GPA or admission test score requirements

- Need to improve study skills for success in their chosen field of study

- Any or all of the above

Administered through INTO Mason (http://catalog.gmu.edu/international-programs-resources/into-mason/#text) in partnership with the academic units across the university, the courses in each Graduate International Pathway are taught by highly qualified Mason instructional faculty members and supported by International Pathways academic advisors.

Students enrolled in any Graduate International Pathway should review the program’s student guidebook for specific details related to program requirements and expectations.

Program Requirements

The following Graduate International Pathways are offered by INTO Mason in collaboration with George Mason University’s College of Visual and Performing Arts:

**Computer Game Design Graduate Pathway**

The following grid is for the first semester of the standard, 2-semester pathway into the Master of Arts in Computer Game Design degree:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAP 506</td>
<td>Graduate Communication in the Disciplines I</td>
<td>4</td>
</tr>
<tr>
<td>INYO 501</td>
<td>Graduate Transitions for International Students I</td>
<td>2</td>
</tr>
<tr>
<td>Language Support Course</td>
<td></td>
<td>0-2</td>
</tr>
<tr>
<td>One of the following GAME courses will likely be taken.</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>GAME 610</td>
<td>Game Production</td>
<td></td>
</tr>
<tr>
<td>GAME Course</td>
<td></td>
<td></td>
</tr>
<tr>
<td>GAME 605</td>
<td>Game Design Graduate Seminar</td>
<td>1</td>
</tr>
</tbody>
</table>

Total Credits: 10-12

1 Students will be assigned a language support course on the basis of English language placement results upon arrival.

2 There is no preferred degree for this pathway but evidence of computer programming knowledge in Python, Java, C, C#, or C++ (a minimum of 3 credits’ worth) is preferred. If an applicant does not have this, they can take a computer programming course during their pathway.
A portfolio is required for admittance to this pathway displaying the applicant's skills in computer game design. Depending on the review of the portfolio by the Computer Game Design program, additional pre-requisite classes in Computer Game Design may be required.

The following grid is for the second semester of the standard, 2-semester pathway into the Master of Arts in Computer Game Design degree:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAP 507</td>
<td>Graduate Communication in the Disciplines II</td>
<td>4</td>
</tr>
<tr>
<td>INYO 502</td>
<td>Graduate Transitions for International Students II</td>
<td>2</td>
</tr>
</tbody>
</table>

Language Support Course

Two of the following GAME Courses will likely be taken:

- GAME 610 Game Production
- GAME Class(es)
- GAME 605 Game Design Graduate Seminar

Total Credits: 13

1. Continuing students may be required to take an additional language support course.
2. There is no preferred degree for this pathway but evidence of computer programming knowledge in Python, Java, C, C#, or C++ (a minimum of 3 credits' worth) is preferred. If an applicant does not have this, they can take a computer programming course during their pathway.
3. A portfolio is required for admittance to this pathway displaying the applicant's skills in computer game design. Depending on the review of the portfolio by the Computer Game Design program, additional pre-requisite classes in Computer Game Design may be required.

The following grid is for the single semester of the accelerated, 1-semester pathway into the Master of Arts in Computer Game Design degree:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAP 508</td>
<td>Graduate Communication in the Disciplines III</td>
<td>4</td>
</tr>
<tr>
<td>INYO 504</td>
<td>Accelerated Graduate Transitions for International Students</td>
<td>3</td>
</tr>
</tbody>
</table>

Two of the following GAME Courses will likely be taken:

- GAME 610 Game Production
- GAME Course(es)
- GAME 605 Game Design Graduate Seminar

Language Support Course

Total Credits: 14

1. Students will be assigned a language support course on the basis of English language placement results upon arrival.
2. There is no preferred degree for this pathway but evidence of computer programming knowledge in Python, Java, C, C#, or C++ (a minimum of 3 credits' worth) is preferred. If an applicant does not have this, they can take a computer programming course during their pathway.

The following grid is for the first semester of the Bridge, 2-semester pathway into the Master of Arts in Computer Game Design degree for students with certain 3-year degrees:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAP 506</td>
<td>Graduate Communication in the Disciplines I</td>
<td>4</td>
</tr>
<tr>
<td>INYO 501</td>
<td>Graduate Transitions for International Students I</td>
<td>2</td>
</tr>
</tbody>
</table>

Upper-level Undergraduate Mason Core Course

One GAME Course will likely be taken:

- GAME 610 Game Production
- GAME Course
- GAME 605 Game Design Graduate Seminar

Total Credits: 13

1. Bridge students will take two upper-level undergraduate Mason Core courses instead of or in addition to select Pathway and/or major courses, one in each semester of the pathway. These two courses substitute for a "fourth year" of undergraduate study as is required by American colleges and universities.
2. There is no preferred degree for this pathway but evidence of computer programming knowledge in Python, Java, C, C#, or C++ (a minimum of 3 credits' worth) is preferred. If an applicant does not have this, they can take a computer programming course during their pathway.
3. A portfolio is required for admittance to this pathway displaying the applicant's skills in computer game design. Depending on the review of the portfolio by the Computer Game Design program, additional pre-requisite classes in Computer Game Design may be required.

The following grid is for the second semester of the Bridge, 2-semester pathway into the Master of Arts in Computer Game Design degree for students with certain 3-year degrees:

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>EAP 507</td>
<td>Graduate Communication in the Disciplines II</td>
<td>4</td>
</tr>
<tr>
<td>INYO 502</td>
<td>Graduate Transitions for International Students II</td>
<td>2</td>
</tr>
</tbody>
</table>

Upper-level Undergraduate Mason Core Course

One of the following GAME Courses will likely be taken:

- GAME 610 Game Production
- GAME Course
- GAME 605 Game Design Graduate Seminar

Total Credits: 13

1. Bridge students will take two upper-level undergraduate Mason Core courses instead of or in addition to select Pathway and/or major courses, one in each semester of the pathway. These two courses substitute for a "fourth year" of undergraduate study as is required by American colleges and universities.
There is no preferred degree for this pathway but evidence of computer programming knowledge in Python, Java, C, C#, or C++ (a minimum of 3 credits' worth) is preferred. If an applicant does not have this, they can take a computer programming course during their pathway.

A portfolio is required for admittance to this pathway displaying the applicant’s skills in computer game design. Depending on the review of the portfolio by the Computer Game Design program, additional pre-requisite classes in Computer Game Design may be required.