

# MFA GAME DESIGN

## COURSE REQUIREMENTS 2021-2022

### 1<sup>ST</sup> SEMESTER (TOTAL UNITS: 14)

STUDIO REQUIREMENTS	Units	Prerequisites
GA502 Game Production	2	
GA503 Comparative Engine Technology	3	
GA517 Player Centric Design	3	
GA518 Game Design	3	

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA501 Game Narrative	3	

### 2<sup>ND</sup> SEMESTER (TOTAL UNITS: 13)

STUDIO REQUIREMENTS	Units	Prerequisites
GA501 Prototyping 1	2	
GA507 Specialized Programming	2	
GA521 Survey of Monetization Practices	3	

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA508 Thesis Development	2	
LA521 Management Psychology	2	
LA603 Management + Marketing	2	

### MFA SUMMER SESSION (TOTAL UNITS: 6)

STUDIO REQUIREMENTS	Units	Prerequisites
GA504 Meaningful Games	6	

### 3<sup>RD</sup> SEMESTER (TOTAL UNITS: 13)

STUDIO REQUIREMENTS	Units	Prerequisites
GA605 Production Studio 1	5	
GA610 Advanced Game Development	2	

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
Elective	2	
LA608 Thesis Project Directed Study 1	4	

### 4<sup>TH</sup> SEMESTER (TOTAL UNITS: 14)

STUDIO REQUIREMENTS	Units	Prerequisites
Elective	2	
GA606 UI/UX Design	3	
GA655 Production Studio 2	5	GA605

LIBERAL ARTS REQUIREMENTS	Units	Prerequisites
LA708 Thesis Project Directed Study 2	4	LA608

TOTAL UNITS TO GRADUATE: 60