

GAME DESIGN

Master of Fine Arts

SEPTEMBER 2020 NEWSLETTER

Interviews

CURTIS MURPHY

TIM PRYOR

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Message from the Chair

OK, so you want to be a game designer?

There are so many great books and videos out there. But, personally I was hard-pressed to find one that truly hit home on all of the many faceted skills necessary to be a successful independent game designer or a working designer managing a team.

It's not enough to just *want* to design games. People must put their money, time, and unbridled passion into building them. As such, we have to constantly work hard to master our craft, push the envelope and better ourselves, our designs and the industry itself.

From paper games to game engines, the classes in the Game Design MFA will give you the core skills needed to take your thesis game project to completion and on to competition, or even place it in front of companies, investors and publishers, who help you move directly into the field. In fact, we are proud to say that two games from LCAD hit the market just this year!

As designers we all seek the same thing: opportunities to create and excellence in our design.

In the LCAD Game Design MFA you will learn to build and guide your current team, preparing you for leadership in your future career. Here are just a few reasons why it is worth your time to check out the degree we offer:

- The Game Management class presents the psychology behind the communication needed for guiding a diverse group of people with different skill sets and talents to an end goal.
- The Game Production class enhances your ability to analyze and understand scope, providing you knowledge in valuable tools to manage your game's creation process.
- Within your written thesis you will engage in technical writing, logic and research analytics.
- Our UI class will help you improve your abilities to communicate visually while motivating the player within your game.

In closing, I encourage you to read this edition's contributions by Curtiss Murphy, Senior Game Designer at MobilityWare, and hear what this man of many hats has shared to inspire you. Also, Tim Pryor, our Production lead, will fill you in about his game that was released this year along with all of the perks of knowledge and experiences that came with his journey through the LCAD Game Design MFA and his professional background in the industry.

Are you ready to get involved? Let's join forces and level up the passion within you as a game designer. Own your craft!

Wishing you good health,

Sandy Appleoff Lyons

Chair, Game Design MFA