

# GAME DESIGN

## MASTER OF FINE ARTS

MAY 2020 NEWSLETTER

### INTERVIEW

[Brandon Cluff](#)  
([MFA Game Design, 2020](#))  
and [Jon Oppenheimer](#)  
([BFA Game Art, 2020](#))  
Collaborators on  
[Fugue Game](#)

### VIDEOS



[LCAD Game Program +  
Outer Wilds Make Games](#)



[LCAD Game Feature](#)

### APPLY NOW



## ALL SYSTEMS GO. COME SEE.

Working online from home, meeting up with friends in games, chatting on Discord, ordering carry-out from your favorite restaurants, and cooking with your partner is the norm these days. At least it is for most members of the always adaptive, always agile online game industry. Its long history of successful adaptation is why so many people are looking at game programs that prepare graduates to transition into a career that is not only exciting, but that also can handle the unexpected bumps life has along its winding road.

LCAD's [MFA program in Game Design](#) is founded on connectivity and teamwork. The obstacles confronting everyone this spring have not disturbed the positive, forward momentum of our MFA program and/or its cohort of talented, enterprising students. Between LCAD's [MFA program in Game Design](#), its [BFA program in Game Art](#), and in partnership with neighboring colleges, our teams have been working on any one of the multitude of online communication venues. These collaborations create great Online Game Industry recruits who possess both the winning attitude and fortitude for success. Companies are already recruiting our graduates with the knowledge that they are ready to report in person or online.

Working remotely is not a new concept for game companies, as outsourcing has long been a part of successful online game development. That stated, certain aspects of the production now demand swifter and more agile adaptations than ever before. I encourage you prepare yourself by taking a look at our collaboration-based [MFA program in Game Design](#) that fosters an adaptive team mentality from day one.

In keeping with positive messages of our student's preparedness and success, I send a special congratulations to 2020 LCAD Game Design candidates, Brandon Cluff (one of this month's interview subjects) and Jordan Mann, whose game, [Fugue](#) was second runner up for the [GameSig Showcase](#) trophy this year. I invite you to play [Fugue](#) and more 2020 LCAD MFA Thesis Games [here](#).

Wishing you good health,



Sandy Appleoff Lyons

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