



MFA Game Design

Course Requirements 2023-2024

1ST SEMESTER (TOTAL UNITS: 17)

STUDIO REQUIREMENTS

GA507 Specialized Programming	Units	5	Prerequisites
GA518 Game Design		3	
GA523 Game Production		3	
GA607 Level Design		3	

Liberal Arts Requirements

LA602 Experimental Game Design	Units	3	Prerequisites
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2ND SEMESTER (TOTAL UNITS: 14)

STUDIO REQUIREMENTS

GA501 Prototyping	Units	5	Prerequisites
GA516 Player Centric Design		3	
GA606 UI/UX Design		3	

LIBERAL ARTS REQUIREMENTS

LA508 Thesis Development	Units	3	Prerequisites
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3RD SEMESTER (TOTAL UNITS: 15)

STUDIO REQUIREMENTS

GA521 Survey of Monetization Practices	Units	3	Prerequisites
GA605 Production Studio 1		5	

LIBERAL ARTS REQUIREMENTS

LA521 Management Psychology	Units	3	Prerequisites
LA608 Thesis 1		2	LA505

4TH SEMESTER (TOTAL UNITS: 13)

STUDIO REQUIREMENTS

GA509 Special Topics in Game Design	Units	3	Prerequisites
GA655 Production Studio 2		5	GA605

LIBERAL ARTS REQUIREMENTS

LA708 Thesis 2	Units	5	Prerequisites
			LA605

TOTAL UNITS TO GRADUATE: 60