MFA Game Design
Course Requirements 2024-2025

1ST SEMESTER (TOTAL CREDITS: 17)

STUDIO REQUIREMENTS	Credits	Prerequisites
GA507 Specialized Programming	5	
GA518 Game Design	3	
GA523 Game Production	3	
GA607 Level Design	3	

LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
LA602 Experimental Game Design	3	

2ND SEMESTER (TOTAL CREDITS: 14)

STUDIO REQUIREMENTS	Credits	Prerequisites
GA501 Prototyping	5	
GA516 Player Centric Design	3	
GA606 UI/UX Design	3	

LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
LA508 Thesis Development	3	

3RD SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS	Credits	Prerequisites
GA521 Survey of Monetization Practices	3	
GA605 Production Studio 1	5	

LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
LA521 Management Psychology	3	
LA608 Thesis 1	2	LA505

4TH SEMESTER (TOTAL CREDITS: 13)

STUDIO REQUIREMENTS	Credits	Prerequisites
GA509 Special Topics in Game Design	3	
GA655 Production Studio 2	5	GA605

LIBERAL ARTS REQUIREMENTS	Credits	Prerequisites
LA708 Thesis 2	5	LA605

TOTAL CREDITS TO GRADUATE: 60