



# MFA Game Design

## Course Requirements 2025-2026

### 1<sup>ST</sup> SEMESTER (TOTAL CREDITS: 16)

#### STUDIO REQUIREMENTS

MGD501 Specialized Programming

MGD502 Game Design

MGD503 Thesis Project Design

Credits

5

3

3

Prerequisites

#### LIBERAL ARTS REQUIREMENTS

MGDLA501 Experimental Game Design

MGDLA502 Thesis Development

Credits

3

2

Prerequisites

### 2<sup>ND</sup> SEMESTER (TOTAL CREDITS: 17)

#### STUDIO REQUIREMENTS

MGD551 Prototyping

MGD552 Game Production

MGD553 Level Design

MGD554 UI/UX

Credits

5

3

3

3

Prerequisites

#### LIBERAL ARTS REQUIREMENTS

MGDLA551 Thesis 1

Credits

3

Prerequisites

MGDLA502

### 3<sup>RD</sup> SEMESTER (TOTAL CREDITS: 15)

#### STUDIO REQUIREMENTS

MGD600 Survey of Monetization Practices

MGD601 Production Studio 1

MGD602 Special Topics in Game Design

Credits

3

5

3

Prerequisites

#### LIBERAL ARTS REQUIREMENTS

MGDLA600 Thesis 2

Credits

2

Prerequisites

MGDLA551

### 4<sup>TH</sup> SEMESTER (TOTAL CREDITS: 12)

#### STUDIO REQUIREMENTS

MGD651 Thesis Project Design 2

MGD652 Production Studio 2

Credits

3

5

Prerequisites

MGD503

MGD552

#### LIBERAL ARTS REQUIREMENTS

MGDLA650 Thesis 3

Credits

4

Prerequisites

MGDLA600

**TOTAL CREDITS TO GRADUATE: 60**