GAME DESIGN (MFA)

Department Website (http://www.tisch.nyu.edu/game-center/)

NYSED: 35048 **HEGIS:** 1099.00 **CIP.** 11.0899

Program Description

The NYU Game Center MFA is a 2-year Master of Fine Arts degree in Game Design. Located within NYU's famous Tisch School of the Arts, we stand shoulder-to-shoulder with other forms of art, media, and culture. Our students study the design and development of games in a context of advanced critical literacy, becoming game designers and developers, artists and curators, critics and scholars.

Our curriculum includes classes in the following areas:

- **Game Design** – the fundamentals of how games work and how to create meaningful interactive experiences on and off the computer.
- **Game Production** – oriented towards the creation of digital games, such as our Code Lab (http://gamecenter.nyu.edu/?post_type=courses&p=7779) series of game programming courses.
- **Game Studies** – critical theory and scholarship around the idea of games as a form of designed human culture.
- **Game History** – including our foundational Games 101 class (http://gamecenter.nyu.edu/?post_type=courses&p=6940), which traces the history of games from ancient boardgames to today's video games.
- **Studio Courses** – where the emphasis is on the collaborative group creation of digital games.
- **Thesis** – the focus of the program's second year, where students work alone or in groups on a project of their choosing.
- **Play Labs** – classes that take a deeper dive into the play of a particular game genre or designer's work – such as indie tabletop RPGs or tournament Starcraft play.
- **Electives** – a wide range of classes that explore everything from games journalism the psychology and emotions of game play.

And don't forget the rest of NYU! Our highly flexible structure means that students can take classes from any department or program across New York University. Our MFA students have studied interactive design at NYU's ITP design program (http://itp.nyu.edu/itp/), crafted stories with screenwriters in NYU's world-class film program, and hacked into hardware at NYU's School of Engineering.

Admissions

All graduate applicants to the Tisch School of the Arts are required to submit the General Graduate Application (https://tisch.nyu.edu/admissions/graduate-admissions/generalapplicationrequirements/), as well as a department-specific portfolio or creative supplement. Each of these can be submitted online.

See Graduate Admissions (https://tisch.nyu.edu/admissions/graduate-admissions/) for admission requirements and instructions specific to this program.

For international applicants, see International Applicant Requirements (https://tisch.nyu.edu/admissions/graduate-admissions/Internationalapplicantrequirements/). Applicants with international credentials should be sure to check to see if their credentials are equivalent to an American Bachelor's degree (https://tisch.nyu.edu/admissions/graduate-admissions/USbaequivalency/) before applying.

Program Requirements

The program requires the completion of 60 credits, comprised of the following:

Course	Title	Credits
Major Requirements		
GAMES-GT 101	Games 101	4
GAMES-GT 150	Game Design I	4
GAMES-GT 120	Game Studio I	4
GAMES-GT 300	Code Lab 0	4
GAMES-GT 200	Visual Lab 0	2
GAMES-GT 121	Game Studio II	4
GAMES-GT 110	Game Studies I	4
GAMES-GT 500	Survival Skills	2
GAMES-GT 1001	Thesis I	6
GAMES-GT 1002	Thesis II	8
Electives		
Other Elective Credits [1]		18
Total Credits		**60**

[1]

Chosen in consultation with an academic adviser.

Sample Plan of Study

Course	Title	Credits
1st Semester/Term		
GAMES-GT 150	Game Design I	4
GAMES-GT 120	Game Studio I	4
GAMES-GT 101	Games 101	4
	Credits	**12**
2nd Semester/Term		
GAMES-GT 121	Game Studio II	4
GAMES-GT 110	Game Studies I	4
Elective Course		4
Elective Course		4
	Credits	**16**
3rd Semester/Term		
GAMES-GT 1001	Thesis I	6
GAMES-GT 500	Survival Skills	2
Elective Course		4
Elective Course		4
	Credits	**16**
4th Semester/Term		
GAMES-GT 1002	Thesis II	8
Elective Course		4
Elective Course		4
	Credits	**16**
	Total Credits	**60**

Learning Outcomes

Upon successful completion of the program, graduates will:

1. Play videogames in a critical manner, be able to analyze and articulate their formal, thematic, cultural, and expressive qualities.
2. Work in collaborative, interdisciplinary teams in the creation of digital and non-digital games.

3. Understand the historical development of the videogame as a cultural form, place it within the larger context of games and play in society.
4. Master the art of game design and development as a creative practice, develop a unique personal vision and voice within games as a cultural form.

Policies
NYU Policies

University-wide policies can be found on the New York University Policy pages (https://bulletins.nyu.edu/nyu/policies/).

Tisch Policies

Additional academic policies can be found on the Tisch academic policy page (https://bulletins.nyu.edu/graduate/arts/academic-policies/).