GAMES FOR LEARNING (MS)

Department Website (https://steinhardt.nyu.edu/programs/educational-communication-and-technology/)

NYSED: 35359 **HEGIS:** 0899.00 **CIP:** 13.0501

Program Description

This 36-credit Master of Science program in Games for Learning prepares students to design, implement, and evaluate serious games for learning and social change. Students learn about the role of social, emotional, cultural, and cognitive aspects of learning and issues of game design; game design models and developmental practices; the value of narrative in game design; and research methods aimed at improving and evaluating the design of games for learning.

Admissions

Admission to graduate programs in the Steinhardt School of Culture, Education, and Human Development requires the following minimum components:

- Résumé/CV
- Statement of Purpose
- Letters of Recommendation
- Transcripts
- Proficiency in English

See NYU Steinhardt's Graduate Admissions website (https://steinhardt.nyu.edu/admissions/how-apply/graduate-students/) for additional information on school-wide admission. Some programs may require additional components for admissions.

See How to Apply (https://steinhardt.nyu.edu/degree/ms-games-learning/how-apply/) for admission requirements and instructions specific to this program.

Program Requirements

Course	Title	Credits
Major Requirements		
Learning Foundation		
EDCT-GE 2174	Foundations of Cognitive Sciences	3
EDCT-GE 2175	Foundations of the Learning Sciences	3
Design Foundation		
EDCT-GE 2500	Games and Play in Education	3
EDCT-GE 2505	Designing Simulations/Games for Learning	3
EDCT-GE 2510	Narrative, Digital Media, and Learning	3
EDCT-GE 2520	User Research Methods	3
Capstone Thesis Project		
EDCT-GE 2095	Capstone Thesis [1]	6
Electives		
Students complete 12 elective credits by advisement, which may include EDCT-GE 2197 Media Practicum: Field Internships for 1-3 credits.		12
Total Credits		**36**

[1] Students take this 3 credit course two times for a total of 6 credits.

Sample Plan of Study

Course	Title	Credits
1st Semester/Term		
EDCT-GE 2174	Foundations of Cognitive Sciences	3
EDCT-GE 2175	Foundations of the Learning Sciences	3
EDCT-GE 2505	Designing Simulations/Games for Learning	3
	Credits	**9**
2nd Semester/Term		
EDCT-GE 2500	Games and Play in Education	3
EDCT-GE 2510	Narrative, Digital Media, and Learning	3
EDCT-GE 2520	User Research Methods	3
	Credits	**9**
3rd Semester/Term		
EDCT-GE 2095	Capstone Thesis [1]	3
Internship		3
Elective		3
	Credits	**9**
4th Semester/Term		
EDCT-GE 2095	Capstone Thesis [1]	3
Elective		3
Elective		3
	Credits	**9**
	Total Credits	**36**

[1] Taken twice in two consecutive semesters.

Learning Outcomes

Upon successful completion of the program, graduates will:

1. Demonstrate competency in one of the following areas: the technical development of digital games for learning; the learning design of digital games; the methods for research and evaluation of games for learning; or in a related area as deemed appropriate by program faculty.
2. Apply theories and derive principles from the learning sciences and cognitive science to design effective games for learning.
3. Demonstrate competency in conducting design-based research to support the development of effective games for learning, including usability research, playtesting and various approaches to evaluation.
4. Explain the potential values and limitations of digital games for learning as supported by current theory and research.
5. Discuss the role of game design forms and features in supporting learning, including role playing, immersion, narrative, feedback, distributed cognition, lower consequences of failure, etc.
6. Apply the social, cognitive, emotional and cultural dimensions of factors that influence learning, to the design of games.

Policies

NYU Policies

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

Steinhardt Academic Policies

Additional academic policies can be found the Steinhardt academic policies page (https://bulletins.nyu.edu/graduate/culture-education-human-development/academic-policies/).