GAME DESIGN (BFA)

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

NYSED: 36810 **HEGIS:** 1099.00 **CIP:** 11.0899

Program Description

The BFA in Game Design is a well-rounded, interdisciplinary degree that includes coursework in game studies, game design and game development, as well as the option to specialize in game programming, visual or audio design, and the business of games and rounded out with a strong liberal arts foundation. Students begin their first year with hands-on foundational courses in the core areas. During sophomore and junior years, students further develop their design and development skills through intermediate level classes and production studios. During the final year, in addition to advanced-level electives, each student will complete a full-year senior capstone project. A Game Design BFA Capstone can take a variety of forms, from an individual or group game to a game-related research paper or exhibition.

Admissions

New York University's Office of Undergraduate Admissions supports the application process for all undergraduate programs at NYU. For additional information about undergraduate admissions, including application requirements, see How to Apply (https://www.nyu.edu/admissions/undergraduate-admissions/how-to-apply.html).

Program Requirements

The program requires the completion of 128 credits, comprised of the following:

Course	Title	Credits
Major Requirements		
GAMES-UT 101	Games 101	4
GAMES-UT 110	Intro to Game Studies	4
GAMES-UT 120	Intro to Games Development	4
GAMES-UT 121	Intermediate Game Development	4
GAMES-UT 150	Intro to Game Design	4
GAMES-UT 151	Intermediate Game Design	4
GAMES-UT 180	Intro to Programming for Games	4
GAMES-UT 201	Intro to Visual Communication	4
GAMES-UT 500	Survival Skills	2
GAMES-UT 601	Major Studio Fall	4
GAMES-UT 602	Major Studio: Spring	4
GAMES-UT 1000	Capstone (Capstone I)	4
GAMES-UT 1000	Capstone (Capstone II)	4
General Education Requirements		
Expository Writing (two courses)		8
Humanities (two courses)		8
Science & Social Science (two courses)		8
General Education Requirements (at least 5 general education courses)		20
Electives		
Other Elective Credits		34
Total Credits		**128**

Sample Plan of Study

Course	Title	Credits
1st Semester/Term		
GAMES-UT 101	Games 101	4
GAMES-UT 150	Intro to Game Design	4
GAMES-UT 180	Intro to Programming for Games	4
EXPOS-UA 5	Writing the Essay: Art in the World	4
	Credits	**16**
2nd Semester/Term		
GAMES-UT 120	Intro to Games Development	4
GAMES-UT 151	Intermediate Game Design	4
GAMES-UT 110	Intro to Game Studies	4
ASPP-UT 2	The World Through Art Writing The Essay	4
	Credits	**16**
3rd Semester/Term		
GAMES-UT 180	Intro to Programming for Games	4
GAMES-GT 201	Visual Design for Games	4
General Education Requirements		4
General Education Requirements		4
	Credits	**16**
4th Semester/Term		
GAMES-GT 500	Survival Skills	2
GAMES-UT 601	Major Studio Fall	4
General Education Requirements		4-6
General Education Requirements		4
	Credits	**16**
5th Semester/Term		
GAMES-UT 602	Major Studio: Spring	4
General Education Requirements		4
General Education Requirements		4
Other Elective Credits		4
	Credits	**16**
6th Semester/Term		
GAMES-UT 1000	Capstone (Capstone I)	4
General Education Requirements		4
Other Elective Credits (two courses)		8
	Credits	**16**
7th Semester/Term		
GAMES-UT 1000	Capstone (Capstone II)	4
General Education Requirements		4
Other Elective Credits (two courses)		8
	Credits	**16**
8th Semester/Term		
General Education Requirements		4
Other Elective Credits (three courses)		12
	Credits	**16**
	Total Credits	**128**

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/undergraduate/arts/academic-policies/).