

# 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 four-year interdisciplinary degree that teaches the fundamentals of game design, game development, and critical scholarship using a strong study in the liberal arts as a foundation. Students learn about the theory and practice of making games on and off the computer. This includes everything from the history and scholarship of games to the psychology of player experience to the mathematics of game rules. Our graduates will be the game creators, critics, and scholars that will change the industry.

All students start by learning the fundamentals of games through the lenses of design, technology, and culture. As students progress in the program, they have the flexibility to discover and decide for themselves how to focus their studies and creativity. Students often choose to dive into deep exploration of, for example, visual design, animation, music, audio design, programming, game design, writing, storytelling, production management, and business strategy. Students are required to take general education, liberal arts courses outside of the department, and have the freedom to widely explore NYU's departments and colleges. Students finish their program of study with full-year senior projects called Capstones that they complete as individuals or as parts of a group.

## 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
<b>Major Requirements</b>		<b>50</b>
GAMES-UT 101	Games 101	4
GAMES-UT 110	Intro to Game Studies	4
GAMES-UT 120	Intro to Game 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
<b>General Education Requirements</b>		<b>44</b>
Expository Writing (two courses)		8
Humanities (two courses)		8

Science and Social Science (two courses)	8
General Education Requirements (at least 5 general education courses)	20
<b>Electives</b>	<b>34</b>
<b>Total Credits</b>	<b>128</b>

## Sample Plan of Study

Course	Title	Credits
<b>1st Semester/Term</b>		
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 as Inquiry: Art and Meaning	4
<b>Credits</b>		<b>16</b>
<b>2nd Semester/Term</b>		
GAMES-UT 120	Intro to Game Development	4
GAMES-UT 151	Intermediate Game Design	4
GAMES-UT 201	Intro to Visual Communication	4
ASPP-UT 2	The World Through Art Writing The Essay	4
<b>Credits</b>		<b>16</b>
<b>3rd Semester/Term</b>		
GAMES-UT 110	Intro to Game Studies	4
GAMES-UT 121	Intermediate Game Development	4
Intermediate Game Development should be taken in either semester of a student's sophomore year. The semester it is not taken, the student has four credits that may be filled with a course of their choice.		
General Education Requirements		4
General Education Requirements		4
<b>Credits</b>		<b>16</b>
<b>4th Semester/Term</b>		
GAMES-UT 121	Intermediate Game Development	4
Intermediate Game Development should be taken in either semester of a student's sophomore year. The semester it is not taken, the student has four credits that may be filled with a course of their choice.		
General Education Requirements		4
General Education Requirements		4
Other Elective Credits		4
<b>Credits</b>		<b>16</b>
<b>5th Semester/Term</b>		
GAMES-UT 601	Major Studio Fall	4
GAMES-UT 500	Survival Skills	2
General Education Requirements		4
General Education Requirements		4
Other Elective Credits		2
<b>Credits</b>		<b>16</b>
<b>6th Semester/Term</b>		
GAMES-UT 602	Major Studio: Spring	4
General Education Requirements		4
Other Elective Credits		4
Other Elective Credits		4
<b>Credits</b>		<b>16</b>
<b>7th Semester/Term</b>		
GAMES-UT 1000	Capstone	4
General Education Requirements		4
Other Elective Credits		4
Other Elective Credits		4
<b>Credits</b>		<b>16</b>
<b>8th Semester/Term</b>		
Capstone II		4
General Education Requirements		4
Other Elective Credits		4

Other Elective Credits	4
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/>).