

GAME DEVELOPMENT, MA

Code	Title	Hours
Select one of the following:		5
MOME 719	Media Theory and Application	
ARTH 757	Media Art	
ARLH 776	History and Theory of Virtual Spaces	
ITGM 748	Interactive Design and Game Development M.A. Final Project	5
Select one of the following:		5
ITGM 779F	Graduate Field Internship	
500-level SCADpro Elective		
500- to 700-level Elective		
Game development		
Select one of the following:		5
GAME 710	Game Art: Engine Pipeline and Practices	
GAME 712	Game Tech: Gameplay Scripting	
700-level GAME Elective		5
700-level GAME Elective		5
700-level GAME Elective		5
700-level GAME Elective		5
GAME 754	Game Design: Professional Production Pipeline	5
Total Hours		45

Note: At the time of admission, up to five additional graduate-level intensive courses may be assigned, bringing the student's required course of study to a total of 50 to 70 hours.

Related Majors

- Interactive Design (MA) (<https://catalog.scad.edu/school-creative-technology/interactive-design-game-development/interactive-design-ma/>)