

# GAME DEVELOPMENT, MFA

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 755	Thesis Studio I: Research and Ideation	5
ITGM 765	Thesis Studio II: Production and Prototyping	5
ITGM 775	Evidence-based Design Interactivity and Gaming	5
ITGM 790	Thesis Studio III: Validation and Documentation	5
Select four of the following:		20
ITGM 779F	Graduate Field Internship	
BEST 779	Teaching Art and Design	
500-level SCADpro Elective		
500- to 700-level Elective		
500- to 700-level Elective		
700-level GAME, ITGM, or IXDS elective		5
<b>Game Development</b>		
GAME 710	Game Art: Engine Pipeline and Practices	5
GAME 712	Game Tech: Gameplay Scripting	5
GAME 714	Game Design: Ludic Methodology	5
Select one of the following:		5
GAME 720	Game Art: Virtual World Building	
GAME 722	Game Tech: Real-time Materials and Shaders	
GAME 724	Game Design: Immersive Level Design	
Select one of the following:		5
GAME 730	Game Art: Character Creation and Digital Sculpting	
GAME 734	Game Design: Systems and Simulation	
Select one of the following:		5
GAME 740	Game Art: Art Direction and Look Development	
GAME 742	Game Tech: Real-Time Particles and Effects	
GAME 754	Game Design: Professional Production Pipeline	5
700-level ANIM, GAME, ITGM, IXDS, MOME, SEQA, or VFX elective		5
<b>Total Hours</b>		<b>90</b>

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 95 to 115 hours.

## Related Majors

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