INTERACTIVE DESIGN, 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		
Interactive Design		
IXDS 708	Product Strategy & Storytelling	5
IXDS 709	Systems Innovation: Beyond Human-Centered Design	5
IXDS 712	Game Engines for IX	5
IXDS 720	MVP Lab: Idea to Execution	5
IXDS 754	IX Collaborative Production	5
Select one of the following:		5
500-level SCADpro Elective		
500- to 700-level STEC elective		
500- to 700-level Elective		
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

- Game Development (MA) (https://catalog.scad.edu/school-creative-technology/interactive-design-game-development/game-development-ma/)