ABOVE *Buddy Up*, Gloria Wan, Lci Larocci, Yurie Murayama

Students in the Game Design program examine games from the unique perspective found at an art and design college, exploring the role of play in culture and questioning how games are used to entertain, educate, and create meaning. Working in an open lab model, they learn to make games from prototype to finished form, and ultimately focus on individual areas of interest—such as programming, narrative, or sound. The curriculum reflects the multidisciplinary nature of game development, providing access to the College's renowned faculty in interactive arts, illustration, and animation.

BFA CHAIR
Sam Sheffield

STUDENTS
29 UG students

GAME DESIGN

SOFTWARE

Adobe Creative Suite, Wise, and Unity

DESIGN SKILLS

Rapid prototyping, narrative strategies, sound design, 3D workflows, game theory, UX/UI, design, asset optimization, project management

ELECTIVES & KEY CLASSES

Game/Play, Narrative Design, Level Design, Sound for Games, 2D and 3D Game Design, Advanced 2D and 3D Design, Advanced Character Design, Hybrid Games, Installation Games, Sequential Art, Fantasy Art, Network Art, Advanced Concept Art

TYPICAL STUDIO MINORS

Illustration, Graphic Design, Animation, Printmaking, Sound Art, Interactive Art

INDUSTRY COLLABORATION

In addition to bringing a Game Designer-in-Residence to campus each year, the program benefits from its location in Baltimore—where a wealth of gaming studios, educational and medical institutions, nonprofits, and government agencies provide access to a multitude of partners for collaborative classroom projects with real-world applications.

TYPICAL & NON TYPICAL CAREER PATHS

Game Designer, Programmer, Sound Designer, Script Writer, Tester, Character Artist, App Developer

RECENT ALUMNI

Game Design alumni go on to work at companies such as **Firaxis Games** and **Super Boise Studios**; have founded game, mobile app, and web design companies; are interactive designers, **art directors**, **web developers**, and **production artists** for creative design and communication agencies; and **design interactive exhibits** for museums and galleries.

LEARN MORE

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