

Game Experience Design, Graduate Certificate (Boston)

The Graduate Certificate in Game Experience Design offers training in the skills, tools, and methods needed to design successful game products, including social and mobile gaming; augmented and virtual reality; as well as games for health, education, and science. Students gain hands-on experience in designing games under faculty with industry expertise in game design. Game design courses focus on innovation; societal impact; and player-centric, experiential design approaches. The Graduate Certificate in Game Experience Design is a one-year, 17-semester-hour program. Upon successful completion of the certificate, students can opt to apply to the Master of Science in Game Science and Design and, if accepted, may apply credits gained through the certificate to requirements of that degree program.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
GSND 5110 and GSND 5111 and GSND 5112	Game Design and Analysis and Seminar for GSND 5110 and Recitation for GSND 5110	5
GSND 5130	Mixed Research Methods for Games	4

Electives

Code	Title	Hours
Complete 8 semester hours from the following (multiple completions of ARTG 5000 or GSND 6000 may apply to the elective requirement):		8
ARTG 5000	Topics in Design	
ARTG 5640	Prototyping for Experience Design	
GSND 6000	Advanced Topics in Game Design	
GSND 6240	Exploratory Concept Design	
GSND 6250	Spatial and Temporal Design	
GSND 6460	Generative Game Design	

Program Credit/GPA Requirements

17 total semester hours required

Minimum 3.000 GPA required