

Game Design and Development, Graduate Certificate (Boston)

Game design and development skills are valued in the game industry and education, interactive design, and other related industries. The Graduate Certificate in Game Design and Development offers courses that take students from the fundamentals of game design through implementation using an industry-standard game engine. Students have an opportunity to gain individual and team-based design and development experience through a project-oriented approach.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
DGM 6650	Game Design Fundamentals	3
DGM 6670	Game Development Fundamentals	3
DGM 6685	Advanced Game Development	3
Complete 3–5 semester hours from the following:		3-5
DGM 6415	Interactive Media Studies	
DGM 6675	Interactive Narrative Development	
DGM 6680	Designing for Game Frameworks	
DGM 6690	3D Character Modeling and Rigging	
DGM 6695	3D Character Animation for Games	

Program Credit/GPA Requirements

12–14 total semester hours required

Minimum 3.000 GPA required