Game Design, Graduate Certificate (Boston)

Game design is one of the fastest-growing fields in entertainment, business, and education. From healthcare to political science, companies use games to educate their constituents and enhance employee skills.

The Graduate Certificate in Game Design offers a practice-oriented approach to the art and science of game making. The program emphasizes visual design and programming for video games and fosters conceptual understanding of the principles of game design for all varieties of games—from educational board games to iPhone games.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
DGM 6308	Intermediate Programming for Digital Media	4
DGM 6400	Game Design Fundamentals	4
DGM 6403	Game Engine Fundamentals	4
DGM 6405	Game Development	4
DGM 6410	Game Design Technology Lab	4

Program Credit/GPA Requirements

20 total quarter hours required
Minimum 3.000 GPA required