

# GAME DEVELOPMENT, MS

*for the degree of Master of Science in Game Development*

The Master of Science in Game Development (MS in Game Development) degree provides technical training and practical experience for students interested in working in professional game studios, game-adjacent industries or other businesses where game-related skills are increasingly in demand. The program fosters critical skills in collaboration, communication, integration and professional business practices, along with technical skills in game design within one of the following five concentrations: Art, Design, Production, Programming, and Narrative. After the first year of coursework, students will shift the balance of their course work towards in-studio experiences within a professional game-development environment. The MS in Game Development will serve traditional graduate students as well as industry professionals who are interested in attaining a post-graduate degree while diversifying their professional skills.

*for the degree of Master of Science in Game Development*

Code	Title	Hours
<b>Major Required Courses</b>		
GSD 511	Game Development I	4
GSD 512	Game Development II	4
Choose one or both of the following for a total of 16 credit hours:		16
GSD 513	Practicum in Game Development I (Internal Studio)	
GSD 514	Practicum in Game Development II (External Studio)	
<b>Concentration Required and Elective Courses</b>		<b>24</b>
Choose one concentration from following:		
Art ( <a href="http://catalog.illinois.edu/graduate/is/concentration/art/">http://catalog.illinois.edu/graduate/is/concentration/art/</a> )		
Design ( <a href="http://catalog.illinois.edu/graduate/is/concentration/design/">http://catalog.illinois.edu/graduate/is/concentration/design/</a> )		
Narrative ( <a href="http://catalog.illinois.edu/graduate/is/concentration/narrative/">http://catalog.illinois.edu/graduate/is/concentration/narrative/</a> )		
Production ( <a href="http://catalog.illinois.edu/graduate/is/concentration/production/">http://catalog.illinois.edu/graduate/is/concentration/production/</a> )		
Programming ( <a href="http://catalog.illinois.edu/graduate/is/concentration/programming/">http://catalog.illinois.edu/graduate/is/concentration/programming/</a> )		
<b>Total Hours</b>		<b>48</b>

## Other Requirements

Code	Title	Hours
	Minimum GPA	2.75
	Minimum Hours at 500 Level	12

*for the degree of Master of Science in Game Development*

The goal of the the MS in Game Development program is to provide practical, technical, critical, and ethical training, awareness, and experiences to students who are interested in working in professional game studios, game-adjacent industries, or in other work places where game-related skills are required. To this end, the program includes four shared objectives for students across all concentrations:

1. **Practical Training:** Understand the roles and specifications involved in the professional development of games and interactive media, using industry-standard practices for communication, collaboration, and process flow at every stage in the development process.
2. **Technical Training:** Demonstrate polished game development skills in a chosen specialization sufficient to create or significantly contribute to a publishable interactive experience.
3. **Critical Training:** Be knowledgeable about and conversant with social, psychological, economic, and technological contexts and impacts of games and simulations in society.
4. **Ethical Training:** Develop the ethical, relational, and collaborative skills necessary for working on a diverse and inclusive research or design team.

*for the degree of Master of Science in Game Development*