



**MA in Game Design Degree Requirements**

Course	Credit Value
ART 502 Game Design	3
ART 503 Game Theory	3
ART 505 Game Production	3
ART 603 Concept & Research	3
ART 604 Project Plan	3
ART 606 Project Launch	3
ART 607 Project Production	6
ART 506 Residency (Must take at least twice and up to 3 times)	1 (2 – 3)
ART 507 Focus Module (Must take at least 3 or at least 4 if only attends 2 Residencies)	1 (3 – 4)
<b>Total Program Required Credits</b>	<b>30</b>

**SUGGESTED COURSE SEQUENCE**

**4 Semesters, 3 Summers**

**FIRST YEAR** (total credits: 15)

**TOTAL  
Hours**

**Summer Hours**

ART 506 Residency (1)	1	
Total:	1	

**Fall Hours**

**Spring**

**Hours**

ART 502	3		ART 505	3
ART 503	3		ART 603	3
ART 507 (1)	1		ART 507 (2)	1
Total:	7		Total:	7

**Total Hours 15**

**SECOND YEAR** (total credits: 14)

**Summer Hours**

ART 506 Residency (2)	1	
Total:	1	

**Fall Hours**

**Spring**

**Hours**

ART 604	3		ART 607	6
ART 606	3			
ART 507 (3)	1			
Total:	7		Total:	6

**Total Hours 29**

**Third YEAR** (total credits: 1)

**Summer Hours**

ART 506 Residency (3)	1	
Total:	1	

**Total Hours to Complete 30**