

Game Analytics, Graduate Certificate

The Graduate Certificate in Game Analytics offers students an opportunity to obtain the ability to analyze vast amounts of data, which has become critical as big data has rapidly become a competitive space across multiple industries from games to healthcare, urban planning, and social media.

In the game industry, data-driven techniques for analyzing game data have become a strategic necessity. The game development process has shifted from “design, develop, release” to “design, develop, release, and continuously fine-tune based on analytics.” All free-to-play games on mobile, tablets, touch devices, and web-delivered platforms use analytics to develop strategies for monetization and assessment.

As game companies have realized the importance of data analytics in the process of design and production, they have dramatically increased the demand for qualified game analysts. Northeastern’s unique Graduate Certificate in Game Analytics is a one-year, 20-semester-hour program developed to meet this need.

Program Requirements

Complete all five courses and requirements listed below unless otherwise indicated.

Core Requirements

Code	Title	Hours
Data Science Core		
DA 5020	Collecting, Storing, and Retrieving Data	4
DA 5030	Introduction to Data Mining/Machine Learning	4
PPUA 5302	Information Design and Visual Analytics	4
Game Science and Design Core		
GSND 5110	Game Design and Analysis	4
GSND 6350	Data-Driven Player Modeling	4

Program Credit/GPA Requirements

20 total semester hours required
Minimum 3.000 GPA required