

Game Science, Graduate Certificate

The Graduate Certificate in Game Science offers training in assessing, tracking, and analyzing player experience using game analytics methods and techniques, biometrics, and research methods including interviews and surveys. Students gain hands-on experience with these methods and techniques under faculty guidance with industry experts in game science. The game development process has shifted from “design, develop, release” to “design, develop, release, and continuously fine-tune based on user data.” Game science plays a critical role in this new process. The Graduate Certificate in Game Science is a one-year, 17-semester-hour program. Upon successful completion of the certificate, students can opt to apply to the Master of Science in Game Science and Design and, if accepted, transfer credits gained through the certificate.

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
GSND 5110 and GSND 5111 and GSND 5112	Game Design and Analysis and Seminar for GSND 5110 and Recitation for GSND 5110	5
GSND 5130	Mixed Research Methods for Games	4

Electives

Code	Title	Hours
Complete two of the following (multiple completions of ARTG 5000 or GSND 6001 may apply toward the elective requirement):		8
ARTG 5000	Topics in Design	
GSND 6001	Advanced Topics in Game Science	
GSND 6320	Psychology of Play	
GSND 6340	Biometrics for Design	
GSND 6350	Data-Driven Player Modeling	

Program Credit/GPA Requirements

17 total semester hours required

Minimum 3.000 GPA required