Our Mission

The brand new games program is shared by the School of Communication and the Arts and the School of Mathematics and Computer Science.

1. Help you develop an interdisciplinary understanding of games.
2. Further your ability to communicate about games and through games.
3. Help you develop your game design, writing, and development skills.

Fast Facts

Choose a concentration in either:
1. Technical Development & Programming **OR**
2. Design, Writing & Culture

Our faculty have worked everywhere from **IBM** to **Nickelodeon** to **Ubisoft**

Game design, UI/UX (experience design), software development are some of the **fastest growing fields**!

No prior technical expertise is required.

Major Requirements

The 68-credit major includes (a bachelor of science degree):

- Interdisciplinary foundation in design, programming, business, art
- Courses in your concentration
- Game studio course
- Capstone course
- Elective courses
- Opportunity to participate in Play Innovation Lab and game events!

Minor also available!
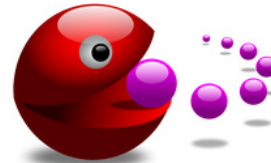
Play Innovation Lab

Students are able to participate in the Play Innovation Lab as a 1-credit course that can be taken up to 3 times toward the major.

Projects have included:
- Designing digital games and websites
- Designing apps for local non-profits
- Organizing the Hudson Valley Undergraduate Games Conference
- Creating outdoor and mobile games
- Participating in game jams
- Research on games and gender
- Tons of speakers, events, and workshops

Student members gain access to game consoles and a game library!

play innovation lab

Highlights

- The director advises every student.
- Annual career day and workshops.
- Marist Game Society
- Hudson Valley Games Conference
- Internship coordinators
- Faculty have expertise in:

Mobile Game Development • 3-D Animation/Games • Educational Games • 2-D Games • Games and Writing • Web And Interface Design • Modding • Social Media

Career Preparation

You will be prepared for many different types of careers depending on your path within the program, such as:

- Programmer or software developer
- 3-D animator/artist
- Game designer
- Game tester/Quality assurance analyst
- Game/media producer or project manager
- UX/UI (interface designer or experience designer)
- Designer/junior designer
- Game writer/narrative designer
- Media analyst/game data analyst
- Web developer/designer
- Entrepreneur, game journalist & more

#28 overall game program on Princeton Review/PC Gamer

The Princeton Review.
PC GAMER
TOP GAME DESIGN PROGRAMS
2016

#1 program at a top 10 regional university (North)

Write. Design. Code.

- Team-focused
- Highly interdisciplinary
- Hands on and practice-based
- Creative and innovative
- Students create a portfolio of work
- Liberal arts foundation
- Global perspective
- Caring and talented faculty
- FUN

We help you prepare for the jobs of the future!!

For more information about the Games and Emerging Media program, please visit:
http://www.marist.edu/commarts/mediaarts/gamesandemergingmedia/
Or Email:
Dr. Karen Schrier,
karen.schrier@marist.edu

MARIST
Games and Emerging Media

Interdisciplinary. Innovative. Nurturing. Inclusive. Creative. Hands on.