



Get in the Game

Esports and Gaming

We have created a unique program that enables you to gain a well-rounded, holistic, and pertinent education in the world of esports and gaming. We will prepare you to excel in this ever-evolving industry, which comprises game publishers, athletes, coaches, trainers, publicists, broadcasters, the media platforms the games are streamed on, brands that sponsor the teams, and, of course, the fans.

B.S. in Computer Science with a concentration in Game Design & Development

This program will give you the education you need to enter the workforce as a qualified game designer and game developer. Right from your first semester, you'll start building a solid foundation in databases, hardware, networks, programming, software design, and security. Then through advanced courses in virtual reality, movie gaming, game design and more, you'll put that knowledge into action before your eyes.

Hi-Tech Equipment

The University has taken a lot of steps to ensure that its varsity esports players have the best experience possible. In particular, we have excellent equipment and facilities, such as the brand-new, state-of-the-art gaming room in the Bergami Center for Science, Technology, and Innovation.

STUDY ABROAD: *BENVENUTI IN PRATO!*

While studying abroad at our Prato campus in Italy's Tuscany region, students will learn, visit, explore, taste, and experience new and exciting things every day. As they pursue their academic skills both inside and outside the classroom, they will also develop skills and abilities that can be acquired only through the study abroad experience.



About Us

The University of New Haven, founded on the Yale campus in 1920, is a private, coeducational university situated on the coast of southern New England. It's a diverse and vibrant community of more than 7,000 students with campuses across the country and around the world.

Within our colleges and schools, students immerse themselves in a transformative, career-focused education across the liberal arts and sciences, fine arts, business, healthcare and health sciences, engineering, public safety, and public service. More than 100 academic programs are offered, all grounded in a long-standing commitment to collaborative, interdisciplinary, project-based learning.

At the University of New Haven, the experience of learning is both personal and pragmatic, guided by a distinguished faculty who care deeply about individual student success. As leaders in their fields, faculty provide the inspiration and recognition needed for students to fulfill their potential and succeed at whatever they choose to do.



Your Success Starts Here

For more information, or to arrange a visit, contact

Office of Undergraduate Admissions

☎ 203.932.7319

✉ admissions@newhaven.edu

📍 newhaven.edu



University of New Haven

BACHELOR OF ARTS

GAME DEVELOPMENT & INTERACTIVE MEDIA

Envision Your Career Possibilities

According to the Bureau of Labor Statistics, some of the possible careers you could pursue with this major are going to see significant growth in the years leading up to 2030.

SPECIAL EFFECTS ARTIST/ANIMATOR

↑ 16%

DIGITAL DESIGNER

↑ 13%

ART DIRECTOR

↑ 11%



The University of New Haven has been recognized as one of **The 388 Best Colleges** in the country by **The Princeton Review**.

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Program Description

It's Not Just a Game Anymore

Video games and interactive media are an integral part of many of the hottest professional fields today, including education, healthcare delivery, mental health interventions, police training, and numerous industries just to name a few. Those who engage with games, whether for professional purposes or recreation, are dependent on those with the creativity, visual skills, and conceptual thinking ability needed to design the games. Our B.A. in Game Development & Interactive Media will prepare you to pursue a career in the gaming industry.

A Degree for an Open-World Job Market

Upon graduating with this degree, you will be in a solid position to pursue a career in the gaming industry in areas like game production, development, testing, design, writing, art, and music. But any industry that uses gaming and interactive media is yours to explore, and that career territory is expanding every day.

Meanwhile, the Entertainment Software Association's "Video Games in the 21st Century: the 2020 Economic Impact Report" points to over 143,000 direct jobs in the U.S., but when taking direct, indirect, and induced economic impact into account, the total figure is an impressive 428,646 U.S. jobs. According to Indeed.com*, since 2014, both Augmented Reality (AR) and Virtual Reality (VR) gaming jobs have seen 400% growth.

The video game industry is the largest sector of the gaming industry and bigger than the movie and music industries combined.**

These are definitely winning numbers for anyone looking to enter this field.

* Indeed.com. (2017, January 10). Are Game Developers in Demand? A Look at Video Game Jobs. <https://www.indeed.com/lead/video-game-labor-snapshot>

** <https://www.thc-pod.com/episode/the-gaming-industry-is-now-bigger-than-movies-and-music-combined>

Sample Courses

- Introduction to Game Studies
- Introduction to Game Development
- Video Game Ethics
- Social Challenges and Controversies in Gaming
- Creating Punk Video Games

FEATURED COURSE

Narrative Structure in Games: A foundational course in the narrative methods and storytelling aspects of games. This course will introduce students to literary, rhetorical, and narrative theories that help us to understand games as story-driven media. Particular attention will be given to the ways that games both overlap and diverge from storytelling methods in other print and visual media. Students will study the narrative aspects of many different types of games and apply what they have learned to create their own narrative game.

Career Possibilities

- Video Game Designer
- Video Game Programmer
- Game UI Designer
- Art Director
- Narrative Designer

Learn What It Takes to Turn a Game into a Reality

Through our program, you will engage in a broad exploration of how games are built – both technically and artistically. You will work individually as well as in multi-player mode, collaborating with students from other programs and colleges to build your own games. To do this you will build and level up on skills that you develop in courses that focus on narrative, writing, music, visual arts, and more. You'll use these skills to develop stories, create interesting characters, set rules, and present challenges that prompt interaction with the user.

Game Jam Puts Students at the Controls in Creating Their Own Video Games

As part of the University's inaugural Game Jam, an immersive and exciting virtual experience, current and prospective students engaged in a friendly gaming competition, challenging them to spend 48 hours creating their very own video games.

Students were split into teams, in many cases with individuals they'd never collaborated with before, to create a new game. The event fostered interdisciplinary collaboration, enabling students with a variety of backgrounds, skills, and interests to bring their passions and talents to creating their games.

"There are different teams looking for a variety of different roles, whether in game design, music design, story design, or even artistic design," explains Bryson Gundry, the assistant coach of esports. "If any student is interested in game creation, game design, or even making music, they should participate. This is an awesome opportunity, even for students with no previous knowledge of gaming, and there are many resources available to help them."



"Why are games so important? What makes a game really great (or a major flop)? How can you lay the groundwork for an exciting career developing, researching, and playing games? In this compelling and innovative program, students learn the answers to these questions and more as they prepare to make their own contributions to the world of gaming."

JEFFREY DEBIES-CARL, PH.D.

Associate Professor, Psychology Department and Sociology Program