Bachelors of Interdisciplinary Studies
GAME DESIGN & DEVELOPMENT

GSU ANNOUNCES NEW BIS IN GAME DESIGN AND DEVELOPMENT

GSU is pleased to announce a BIS Concentration in Game Design and Development, which immerses interested students in what the Georgia Game Developers Association calls one of the fastest growing media sectors in the country. The video game industry annually generates $2 billion in Georgia economic activity, and is a sector poised for significant growth. Students aspiring to careers in gaming and interactive media will find a rich range of instructional options in the program. Game design students also benefit from the burgeoning tech and games hub that is Atlanta, which Geek Wire/Moroto ranked #1 in its top ten cities for gamers.

CREATIVE MEDIA INDUSTRIES INSTITUTE

The games program is housed in the Creative Media Industries Institute, organized to train students for careers in media production, creative industry research, graphic design, music management, sound design, VR/AR, and digital publishing. CMII is organized to provide industry connectivity and entrepreneurial training to students interested in creative media arts careers. Thanks to a $22.8 million gift from the Woodruff Foundation, a 23,000 sq.ft. building, the “Cube,” is being wholly renovated to house CMII and create world class media/arts and research spaces. The games concentration offers a comprehensive, interdisciplinary approach to game development, and utilizes faculty from Art & Design, Film, CS, English, and Music, in addition to CMII core faculty.
The video game industry generates $2 billion in annual Georgia economic impact, and is a sector poised for significant employment growth.

Students work with an advisor to structure a customized degree that develops their specific interest in game design and development. In addition to the technical and artistic aspects of game design, classes exploring the media industries provide students with the opportunity to learn how to lure investors, promote their work, and bring their hard-fought creations to market.

Sample courses include:
- Fundamentals of Game Design
- Game Studies
- Principles of Computer Programming
- Artificial Intelligence
- Human Computer Interaction
- Computer Animation
- Writing Interactive Fiction
- Sound Design for Media Production

Taking a running leap in Super Mario Bros., or determining the identity of the princess in Love Letter, is a fun and deeply satisfying experience. Smashing some candies together in Candy Crush Saga or completing construction of a wonder in 7 Wonders can create a buzz of accomplishment. And figuring out a solution to a complex social problem in The Walking Dead, or completing cooperative tasks in The Captain is Dead, can even spark a heightened sense of humanity’s possibilities. Many opportunities exist for gamers at GSU to talk about those kinds of moments and experience them together. And gamers can deep dive into game mechanics, concepts, and experiences.

A gamer club is active on campus. And every Friday a games collective, Playtest, meets to explore what works (or doesn’t) within game worlds, while also providing a chance to experience them in a comfortable and critical setting.