GAME DESIGN AND INTERACTIVE MEDIA M.F.A.

The Master of Fine Arts in Game Design and Interactive Media is a three-year program committed to the growth of game developers, artists, and designers who are working in one or more areas of game design and interactive media.

Our students come from a wide range of backgrounds and thrive in a multi-disciplinary environment. Students expand on skill sets they already have while adding new ones. They work on individual projects and collaborate with others, and they work to bring a deep foundation of research to their practices as they develop their unique point-of-view and creative voice.

The entire program requires the building of a portfolio that includes artistic and academic work assuring that each student is prepared to leave school and enter the professional world of game design and interactive media with the capstone in the last semester.

Students work on an individual project each semester, meeting one-on-one with professors, participating in group critique with peers, and refining skills. Simultaneously, students take core classes with their cohort. They also construct a path to other classes within the program and across campus to support their technical and research development.

General Graduate Program Requirements

Graduate School policies and standards can be found on the Graduate School Policies page (https://catalog.umt.edu/graduate/school-policies/).

The minimum GPA for any graduate program is 3.0. Individual programs may require more than a 3.0 to remain in good standing.

The minimum grade for a course to be accepted toward any master's or doctoral requirement is C. The minimum grade for a course to be accepted toward a certificate program is B-. Individual programs may require higher grades for specific courses.

Online Program Option

This program may be completed an online format (https://catalog.umt.edu/online-programs/definitions/). Students interested in pursuing an online degree or certificate program are strongly encouraged to contact the offering department to discuss specific program and course modalities (https://catalog.umt.edu/online-programs/definitions/) and create a plan of study with an academic advisor. The course requirements listed below may not be consistently offered via online delivery.

Master of Fine Arts - Game Design and Interactive Media

Checkpoints:

- Year 1: Committee reviews year end portfolio to determine continuing the program.
- Year 2: Student works on developing thesis proposal for final year autumn semester.
- Year 3: Pre-thesis proposal in autumn semester with a presentation and prototype to determine moving forward.
- Thesis semester: Student works with committee members and advisor for thesis project, paper, and defense.

Course Requirements

Code	Title	Hours
Graduate Game Seminar		
Complete 18 credits of the following course:		18
MART 581	Graduate Game Seminar	
Core Research and Theory		
Complete 12 credits of the following courses:		12
MART 521	Game Analysis & Theory	
MART 582	Graduate Studio in Game Design and Interactive Media	
MART 603	Advanced Topics in Game Design and Interactive Media	
Professional Development Electives		
Complete 6 credits of the following courses:		6
ARTZ 506	Graduate Pedagogy	
ARTZ 507	Beyond Art School	
BMGT 402	Principles of Entertainment & Sport Business	
BMGT 403	Advanced Topics in Entertainment & Sport Business	
MART 443	Professional Development in Games	
MART 520	Core Research: Peer Teaching	
MART 531	Professional Presentation in Games	
Independent Study and Research		
Complete 12 Credits of the following courses:		12
MART 578	Graduate Studio	
MART 592	Independent Study	
Pre-Thesis & Thesis		
Complete all of the following courses:		
MART 687	Final Portfolio I	3
MART 699	Final Portfolio II	9
Total Hours		**60**