

games &
emerging
media

MARIST

GAMES AND EMERGING MEDIA PROGRAM

The Games and Emerging Media major provides a strong practical and theoretical understanding of game design, development, and writing, as well as an understanding of the history, culture, and business of games. Students develop a wide variety of skills, such as in design, programming, writing, production, art, animation, prototyping, public speaking, and research. Our interdisciplinary approach to games encourages creativity, innovation, exploration, and empathy.

Students choose between two concentration areas: (1) Technical Development & Programming and (2) Design, Writing, & Culture. All students begin the program with a shared interdisciplinary foundation in game design, production, and development, and then concentrate in their respective specializations. Within each concentration there is additional flexibility. Students spend their final year working in teams to develop a portfolio of games and other media.

Students also have the opportunity to join the Play Innovation Lab, where they can develop and re-search games and other media, and participate in game-related events, workshops, and career preparation activities.

2 different concentrations:
Technical Development &
Programming
Design, Writing, & Culture

**Major and Minor
available**



#28 of all game programs
The #1 games program at a TOP 10
Regional University-Northeast



Want to learn more? Email Dr. Karen Schrier at Karen.Schrier@marist.edu

WHAT MAKES US UNIQUE?

Interdisciplinary. Flexible.

*The Games and Emerging Media major provides skills and practice in all areas of game design and is flexible to support students' individual interests and career goals. Plus, students get the benefit of a fantastic core curriculum and wide range of (optional) minors--from creative writing to computer science. We prepare students for a variety of **high-growth creative, technology, and design fields**--even fields that do not yet exist! Students practice game development skills, but also communication, critical thinking, and teamwork skills--all essential for 21st century careers.*

Hands on. Creative. Innovative.

*We practice making games from day one. Faculty are involved in working with students directly, whether in the classroom or outside, such as in our **Play Innovation Lab**. Our program is unique, as it is a comprehensive game major at an institution like Marist--and not a big university or technical institute. Students get 1:1 attention and the small college experience, while also gaining access to top-notch facilities at one of the most technologically-advanced and innovative campuses of its size. We also have the benefit of proximity to a number of growing gaming areas--New York City, Boston, Philly, New Jersey, and Albany, and take students on studio tours and information sessions with game companies.*

Nurturing. Caring.

*We are student-focused and feature **small classes taught by top faculty** with industry experience. We care about our students and work with each individual to succeed. We are not a "pressure cooker" where students work on games 24-7. Rather, we encourage students to find a "work/life balance." We want students to study abroad, engage in extracurriculars, play sports, do improv, play instruments, forge their own paths, and learn topics besides games, as we know these experiences inspire students to be better designers. The Games Major director serves as the advisor for all majors, guiding them directly all four years. Internship coordinators help students get prepped for the workplace.*

Community-minded. Inclusive.

*We have a collaborative, inclusive culture that welcomes students from all backgrounds and experience levels. We care about giving back and helping our communities, and we work with clients on real-world projects, such as creating games for education and social change. We host a free undergraduate symposium called the **Hudson Valley Undergraduate Games Conference**, where Marist students have the opportunity to share their work and connect with students at other colleges, as well as the broader game community.*

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