

Game Science and Design

MS PlusOne Pathway



Northeastern University
**College of Arts,
Media and Design**

Game Science and Design PlusOne Pathway Overview

The STEM-designated [Master of Science in Game Science and Design](#) (GSND) program seeks to give students a comprehensive understanding of how successful game products are created in a player-centric environment. Focusing on the science of game design, GSND students learn the design and technical skills needed to build games and develop a deep understanding of playability and analytics that make products successful in an increasingly competitive marketplace.

Master of Science in Game Science and Design Program Requirements

The MS degree requires 34 credit hours. Students complete five required courses and four electives. Required courses:

- GSND 5110 Game Design and Analysis with Seminar (GSND 5111) for GSND 5110
- GSND 5122 Business Models in the Game Industry
- GSND 5130 Mixed Research Methods for Games
- GSND 7995 Games Project
- GSND 7995 Games Project

PlusOne Pathway Requirements and Credit Sharing Guidelines

- Recommended for students without a Games background to complete GAME 2500 Foundations of Game Design and GAME 2950 Game Studio before applying.
- Undergraduates who are accepted into the PlusOne pathway are expected to take up to four courses/16 credits toward their graduate degree.
- A maximum of four MS in Game Science and Design courses/16 credits can double count toward undergraduate requirements and hours. Of those four courses, some may double count for major, combined major, or minor requirements. The remainder will fulfill general electives.
- Recommended that students enroll in GSND 5110 as one of the four courses that will double count and enroll in GSND 5111 once fully matriculated as a graduate student.
- The full listing of GSND program electives is included in the graduate catalog.
- Students must graduate with a cumulative GPA of at least 3.0 and earn a grade of B or better in the graduate courses being applied to the MS in Game Science and Design program.
- The course sequence depends on whether students enter the PlusOne pathway during their junior or senior year.
- After the successful completion of their undergraduate degree, students will complete their master's coursework as a graduate student.

Sample Schedules

2-year sequence	Fall	Spring
Junior Year	GSND 5110	GSND Core Elective
Senior Year	GSND 5130	Grad Elective
1-year sequence	Fall	Spring
Senior Year	GSND 5110 GSND 5130	GSND Core Elective Grad Elective

For full curriculum details and course descriptions visit:

catalog.northeastern.edu/graduate

Planning and Eligibility/ Application Process

In order to be eligible for the PlusOne pathway, you must have a minimum overall 3.000 GPA and have at least 64 semester-hours of earned or earned and in-progress credits.

Work with your primary academic advisor to determine if the PlusOne pathway will fit within your undergraduate program requirements and reach out to the graduate program coordinator to learn more about your program of interest.

Once you have completed the steps above, you can apply to the graduate program via the PlusOne pathway application process. Scan the code below for the application details.

The application fee and standardized testing are not required. Additionally, letters of recommendation are waived for applicants with a cumulative undergraduate GPA of 3.300 and above.



Apply

camd.northeastern.edu/plusone

Contact:
gradcamd@northeastern.edu

