

ONLINE MASTER OF SCIENCE IN GAME DEVELOPMENT

The online Master of Science in Game Development from DigiPen Institute of Technology is designed for builders who want to create complete video games through integrated design and development. Built on DigiPen's long-standing reputation in game development education, the program prepares you to lead teams through the full lifecycle of game development — from concept and design to implementation, testing, and final delivery.

Program Benefits

Ship-ready development experience

Unlike programs that stop at isolated projects, DigiPen's curriculum emphasizes the full game development lifecycle — including project scoping, workflow management, cross-disciplinary collaboration, iterative testing, and final build delivery.

Integration of design and development

Many graduate programs separate game design and programming tracks. DigiPen's approach integrates these disciplines, helping you translate player experience goals into functional game systems through collaborative development.

Portfolio-ready outcomes

Complete a capstone project sequence that culminates in a polished game deliverable demonstrating real-world workflows and technical capability.

Industry-recognized credibility

DigiPen has long-standing visibility in game development education and strong industry alignment, reinforcing the program's focus on standards and applied learning.

Flexible online format for working professionals

The program is delivered fully online through asynchronous coursework, allowing you to progress while balancing professional and personal commitments.

Graduate with practical experience building and shipping a finished game project, demonstrating the readiness expected in modern game development teams.

PROGRAM STRUCTURE

- 30 credits
- 100% online, asynchronous courses
- Designed for completion in as few as 5 semesters
- Three start terms per year: fall, spring, and summer

Admissions Requirements

To be considered for admission, you should meet the following baseline requirements:

- Bachelor's degree from an accredited institution
- **Completed application**
 - Resume
 - Optional statement of purpose
 - Academic transcripts
 - Optional GRE

Unofficial transcripts may be used for admissions decision-making. Accepted students will be required to submit official transcripts prior to enrollment.

English language proficiency documentation may be required for applicants whose academic background was completed in a language other than English.

Tuition

The online MS in Game Development offers a transparent, per-credit tuition structure.

Online MS in Game Development	2026-2027 Academic Year
Cost per Credit Hour	\$1,666

Tuition listed does not include additional fees or educational materials. Program costs are subject to change annually.

The Curriculum

The Master of Science in Game Development consists of 30 credits designed to develop technical game development expertise through applied coursework and collaborative experiences. You'll progress through sequential courses from foundations focused on game systems, development workflows, and methodologies before completing a capstone course.

All courses are 3 credits each, except for the capstone course, which is 6 credits.

SEMESTER 1 COURSES

- CS 5000 Data Structures and Algorithms
- CS 5001 Object-Oriented Design & Programming (C++)

SEMESTER 2 COURSES

- CS 5100 Game Design Principles
- CS 5101 Technical Design Methods

SEMESTER 3 COURSES

- CS 5110 System Design Methods
- CS 5111 Level Design Methods

SEMESTER 4 COURSES

- CS 5120 UX Design Methods
- CS 5121 Industry Trends in Game Design

SEMESTER 5 — CAPSTONE EXPERIENCE

- CS 5010 Capstone Project

BUILD THE SKILLS TO CREATE AND SHIP GAMES

The online MS in Game Development prepares you to contribute to modern game development teams by combining technical expertise and collaborative development practices.

To learn more about the program, [schedule a call](#) with an admissions outreach advisor.