



HIGHLIGHTS

- Year 1** Game Design Fundamentals
- Year 2** Examining Play
- Year 3** Serious Games
- Year 4** The Game Studio (five semesters including a capstone)

Introduction to the Major

The Becker School of Design & Technology (BSDT) at Clark is a powerhouse of innovation, giving you access to one of the top game design programs in the world.

The interactive media major is built on a transdisciplinary model of learning, incorporating personalization and rigor across a framework of collaboration among students, faculty, departments, and the world. A degree in interactive media from Clark positions you to succeed in whatever focus area, career, or advanced degree you wish to pursue, while providing historical context, critical analysis, and effective practice of the discipline.

CORE COURSES

Our rich curriculum offers an interactive media ecosystem with eight tracks: 3D Art, 2D Art, Audio, Programming, Production, Writing, UI/UX, and Design Your Own, interwoven with a broad liberal-arts education. With our 4+1 option, continue your studies for a fifth year to earn both an MFA and bachelor's degree in just five years.

- Synergies across computer science, fine art, creative writing, psychology, education, and more
- Access to state-of-the-art labs [vr/ar, audio, streaming, mo-cap] and industry-standard software
- Faculty with industry and academic partnerships that drive entrepreneurship and collaboration

"We will open the study of game development to you, and with this knowledge of immersive human experience, you will be empowered to transform the world."

— PAUL COTNOIR,
DEAN, BECKER SCHOOL OF DESIGN & TECHNOLOGY



**\$160
BILLION**
in worldwide sales
for the game industry

INTERACTIVE MEDIA *Bachelor of Arts*



DESIGN
YOUR
JOURNEY



**Explore
and navigate
Clark curriculum**



**Connect
and engage
with communities**



**Discover
and pursue
your passions**



**Develop
professional
skills**



**Reflect,
design
and plan**

YEAR

1

YEAR

2



□ **Explore the interactive media major**

Take a First-Year Intensive (FYI) or intro-level Game course. Meet with faculty to learn more about BSDT.



□ **Identify potential Program of Liberal Studies (PLS) courses**

Broaden your understanding of diverse topics. Explore interests such as creative writing, performing arts, or astronomy.



□ **Learn about campus resources**

Go to the Writing Center, visit the Career Lab in ASEC to get started on a resume, and log in to Handshake to find career exploration events. Explore new resources in health and wellness, diversity and inclusion, dining, and library services each week.



□ **Get connected**

Join a student club such as IGDA, check out the BSDT Discord server, and follow @clarkBSDT, @Clark_Connect, and @ClarkUniversity to hear about all of the latest events, talks, game jams, and student activities.



□ **Explore off campus**

Visit the Worcester Art Museum, Arts Worcester, Worcester Historical Society, and more. Attend the local indie game showcase. Attempt an “escape room” with friends.



□ **Reflect on what is sparking your interest**

What courses have you enjoyed the most? What new interests have you discovered? What do you still want to try?



□ **Dig into your major and define your interests**

Take courses from a BSDT track of interest and explore topics such as environmental art, game audio production, world-building, and artificial intelligence.



□ **Join The Game Studio**

Apply to join a team working on projects from external companies and organizations, interdisciplinary partnerships, or Greenlit MFA and undergraduate POs.



□ **Declare your major**

Identify faculty members who share your interests and consider asking one to become your adviser. Speak to the BSDT director if you want help finding an adviser.



□ **Ramp up your portfolio**

Work with your faculty adviser, Game Studio faculty, and your career adviser to get your portfolio ready for a big debut: applying for Studio lead positions, internships, and funded department projects.



□ **Start networking**

Attend BSDT and IGDA guest lectures. Find like-minded peers and start building games and new media as a team. Participate in game events, meetups, and workshops to start becoming a familiar face.



□ **Get out of here**

Check out Study Abroad & Away programs that connect with your interests and will broaden your perspective. Japan, Seattle, Canada, and Germany are destinations for game design.

WHAT CAN I DO WITH MY MAJOR?

JOBS & EMPLOYERS

Interactive media experts are in high demand in the entertainment industry, and opportunities are also expanding in medicine, education, government, and more.

GRADUATE PROGRAMS

Our MFA in interactive media allows you to pursue your passion with the thesis project and realize your potential with our innovative studio-based curriculum.

YEAR 3



Plan for senior year and beyond

Consider applying to run a Greenlit Game Studio project with your own team. Discuss the potential for a double major and/or minor with your adviser.



Consider the interactive media MFA

Our 4+1 program allows you to take graduate courses your senior year so you can complete an MFA and B.A. in five years.



Test-fly your career

Apply for an internship for fall or spring semester or for the summer. Meet with your career adviser to get started and join the Alumni Job Shadow Program to experience a day on the job in interactive media or a related industry.



Get ready for next year

What skills do you hope to demonstrate from your studies? Have you taken next-level courses in your areas of interest? Meet with your faculty adviser about portfolio-building, skills assessment, and graduate school options. Where are you confident and where do you still need to build skills or experience?



Plan your capstone

Meet with your Game Studio faculty and your adviser to discuss how to fulfill your capstone, demonstrate your advanced work contributions in The Game Studio, and reflect this in your portfolio.

YEAR 4



Make a positive impact

Use your knowledge and experience in game development and in other fields to bring a valuable and informed voice to BSDT projects.



Share what you've learned

Build skills and momentum by presenting your work. Apply to represent your Studio or Greenlit projects at PAX East, ClarkFEST, or an academic conference. Work as a Peer Learning Assistant.



Take on a leadership role

Have you had the experience of being a lead on a Game Studio project? If not, consider applying for this opportunity before you graduate.



Connect with alumni

Reach out to alumni on ClarkCONNECT and through BSDT faculty and student organizations to grow your network and find job opportunities. Ask alumni for advice and feedback on your portfolio.



Get ready to launch

Talk with faculty and meet with your career adviser to plan and prepare for your job search. Identify faculty who know you well and will serve as references..



Ask the big questions

What have you learned that you value? What have you excelled at? Recognize a powerful and unique synergy to lead your work into the future and amplify your impact in the world.



AMPLIFY YOUR MAJOR!

The Game Studio: More than a Decade of Transformative Design

The Game Studio is an innovative, rigorous production environment spanning three years in which you collaborate with faculty, global partners, and student peers. Each year, The Studio handles 10 to 15 projects originating from both the internal and external community. Every team has a diverse makeup of years and tracks, with seniors as leads and mentors. Here you will hone your skills, bring your background and passions to the team, and contribute to, and be credited with, completed titles that impact community, industry, and society.

CONNECT WITH US!

Centre for Media Arts, Computing and Design

950 Main Street, Worcester, MA 01610

<https://www.clarku.edu/schools/becker-school-of-design-and-technology/>

Advising

As a first-year student, you will be assigned an advisor who will support you to select your courses. Once you select your major, faculty will advise you.

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Challenge Convention.
Change Our World.

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