NYUGC Game Design Curriculum

Intro to Game Design  Intermediate Game Design (BFA)
Game Design 1  Game Design 2 (MFA)

This wiki is a resource for instructors and TAs who are teaching the above courses at the NYU Game Center. Although every instructor will teach in a slightly different way, and may choose to omit, add, or alter elements of the course, we want everyone to have access to a repository of syllabi, major assignments, lecture notes, exercises and accompanying materials, and readings to draw from. The game design curriculum should ideally have some consistency across classes, so that we can assume every BFA who’s taken the required Intro to Game Design course in their first year has been exposed to the a set of fundamental concepts.

Everyone’s welcome to supplement this wiki with their own materials! Please include your name and if relevant, the semester you used a particular syllabus, exercise, etc.

Because the BFA versions (Intro/Intermediate Game Design) and MFA versions (Game Design 1/2) of these classes are very similar with some variation in assignments, schedule, and readings, each sub-section below will include both MFA and BFA materials.