

GAME DESIGN, CERTIFICATE

What is game design?

Game Design is the theory and practice of creating games. We focus on games broadly speaking – puzzles, toys, board games, role-playing, sports, or simply not stepping on the cracks in the sidewalk. Making games offers an opportunity for creative expression, for simulating real-world problems, for positive social change, and for communicating complex ideas about systems and processes.

What is the Game Design Certificate?

The Game Design Certificate is an interdisciplinary program that gives students from a wide variety of backgrounds the chance to make games. The certificate requires 18-19 credits and is jointly offered by the departments of Curriculum and Instruction, Art, and Computer Sciences. Certificate students work both independently and in small teams to develop a portfolio of board games, video games, and physical spaces. The certificate focuses on creating, testing, and understanding how to design gameplay to be fun and impactful.

What will students gain?

Students acquire the skills, understanding, and background to create and produce games independently, to develop a body of work, and to gain critical perspectives on games and game design.

How do I get involved?

Interested students may wish to consult with an advisor in the School of Education Student Services office, 139 Education Building, 608-262-1651, or studentservices@wisc.edu (studentservices@education.wisc.edu), to discuss course sequencing, declaring, and other issues related to this field of study. Current students can schedule a Student Services appointment online through the Starfish app (<https://advising.wisc.edu/facstaff/starfish/starfish-student-resources/>) in MyUW.