

# 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](mailto:studentservices@wisc.edu) ([studentservices@education.wisc.edu](mailto: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.