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Domenick J Pinto

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Sacred Heart University's undergraduate and graduate game design programs have been ranked highly by The Princeton Review. The Princeton Review, a leading tutoring, test prep and college admission services company, released its seventh annual ranking lists naming the 50 best undergraduate and 25 best graduate schools for students to study and launch a career in game design. SHU's undergraduate game design program ranked 42 and its graduate game design program ranked 21.

"The computer science department strives for excellence in all of its programs, and we are so proud of our students' achievements in our game design and development programs," said Domenick J. Pinto, chair and associate professor of the computer science and information technology program. "We have a very dedicated faculty and state-of-the-art facilities—in particular, a new motion capture lab headed by Robert McCloud that has become a milestone for the program."

The Princeton Review chose schools based on its 2015 survey of 150 colleges and universities in the U.S., Canada and abroad offering game design degree programs and courses. The survey gathered information on schools' game design academic offerings, lab facilities, graduates' starting salaries and career achievements.

"It's an honor to be recognized by The Princeton Review, and I thank everyone at Sacred Heart for their support of our efforts in game design," Pinto said.

With the surge in interactive computer games for both learning and entertainment, the need for developers has risen. SHU's game design and development track begins with a foundation in programming languages, problem solving techniques and computer ethics. Students learn everything necessary for great game design and development. Faculty teaches the game creation process, game play theory, fundamentals in computer graphics, components of animation and how to thrive as part of a multi-disciplinary team.

Undergrad and graduate students enrolled in the schools that made the lists also gain valuable professional experience while in school, according to The Princeton Review. About 85 percent of undergraduate and graduate game design students who graduated in 2015 developed actionable plans to launch games while in school, according to the 2015 survey. Moreover, 49 percent of undergraduates and 59 percent of graduate students in these programs worked on games that were shipped before they graduated, the survey stated.

"For students aspiring to work in game design, the schools that made one or both of our 2016 lists offer extraordinary opportunities to hone one's talents for a successful career in this burgeoning field," said Robert Franek, The Princeton Review's senior vice-president and publisher. "The faculties at these schools are outstanding, and their alumni include legions of the industry's most prominent game designers, developers, artists and entrepreneurs."

The Princeton Review has reported its game design program rankings annually since 2010.