



Villa Maria College: *Game Design BFA*

A “niche” program that fits somewhere between Animation and Computer Programming, Game Design requires ability in both artistic and computer arenas. Villa’s program focus will be on the design – environments, characters, levels, etc., and not on programming. There will be a small programming component, but the majority of courses will focus on design with a strong foundation in the fine arts.

BY THE NUMBERS

\$88k

average yearly salary for game designers

#1

this is the first and only Game Design program in Buffalo

8%

Employment of multimedia artists and animators is projected to grow 8 percent from 2016 to 2026



CLUBS + INTERNSHIPS

With eSports and access to service-learning and internship opportunities, students interested in Game Design will have access to both portfolio-building and fun social opportunities.

CLASS SIZES AND ACADEMICS

9:1

3 DEPARTMENTS:
MUSIC, ART, AND
LIBERAL ARTS/
PROFESSIONAL STUDIES

18 PROGRAMS:
8 ASSOCIATE AND
12 BACHELOR DEGREES

9:1 student to faculty ratio = studio-based courses = small class sizes

FACILITIES

The addition of a Game Design major fits very well within Villa’s current offerings like Animation, Digital Media and Communication, and Graphic Design including the following studios and facilities:

- ▶ *Art Shop*
- ▶ *Photography lighting lab*
- ▶ *Stop motion studio*
- ▶ *Recording studio*



MISSION STATEMENT

Ever mindful of the Villa Maria Mission and Vision, the gaming program endeavors to produce graduates who are highly-employable and immediately productive within the field of computer game design and development- who can:

- understand and have experienced the entire range of processes in creating a game;
- design and develop a range of game types;
- work toward a wide range of user platforms;
- apply appropriate tools and methods; and,
- work in a wide range of work environments.

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