

University of Central Florida

Florida Interactive Entertainment Academy

Masters Program in gaming

Specializations in Art, Programming, Development

http://www.fiea.ucf.edu/shield/showpage.php?page_id=1

Curriculum, courses, etc:

http://www.fiea.ucf.edu/shield/showpage.php?page_id=1011

Northwestern University

Career Guide for Gaming:

http://www.cs.northwestern.edu/~hunicke/pubs/gdmag_career_guide_feature.pdf

Full Sail University

Two programs: Game Art and Game Development

Bachelors Degrees

<http://www.fullsail.com/flash/index.cfm?degree=game-development>

University of San Francisco

This program was proposed a few years ago, but I can't find any evidence yet that has been implemented:

<http://finegamedesign.com/degree.htm>

The Art Institutes

Three programs: Game Art and Design, Game Programming, Visual and Game Programming

<http://www.artinstitutes.edu/AreasOfStudy/SubDisciplines.aspx?ID=26>

Not much info seems to be available here.

Game Design Initiative at Cornell

<http://gdiac.cis.cornell.edu/>

Offers Minor in Game Development: <http://gdiac.cis.cornell.edu/courses.php>

ITT Tech

Game Design Bachelors: <http://www.itt-tech.edu/teach/list/degd.cfm>

University of Denver

Bachelor of Arts and Bachelor of Science, both in Game Development but with different requirements

http://www.cs.du.edu/curricula_general

Michigan State University

Serious Games Design: <http://seriousgames.msu.edu/>

Masters Curriculum: <http://woz.commtechlab.msu.edu/sgd/MA/program.php>

Certificate: (Added to selected masters majors):

<http://woz.commtechlab.msu.edu/sgd/certificate/program.php>