

Games & Playable Media M.S.

What can students expect to learn in the Games & Playable Media program?

Among the top-ranked programs in the world, the UC Santa Cruz Master's in Games & Playable Media is a 12-month, intensive program in which students are offered unparalleled access to game industry experience. From in-depth studio tours to our amazing advisory board to our challenging courses, this is the education you were hoping for. Take your game idea from concept to completion in just one year using state-of-the-art development tools.



What is the expected background for admitted students?

We are open to self taught, industry trained, and formally educated programmers and game developers. Experience with a wide range of game types and platforms is valued, though experience with independent and art games is particularly strong preparation for the program.

Where is the program located?

The MS in Games in Playable Media is located at UCSC's Silicon Valley Campus (2505 Augustine Drive, Santa Clara, CA).

When are graduate applications due for your program?

March 1, 2015

Who can I contact for more information?

Brenda Romero, Program Director
(408) 919-8939, blromero@soe.ucsc.edu

Games & Playable Media Faculty

Lawrence Andrews Associate Professor, Film and Digital Media. Documentary & narrative, sound, directing, lighting, cinematography

James Davis Associate Professor, Computer Science. ICTD, technology for global social issues, human computation, computational photography, computer vision, computer graphics

John Funge Assistant Adjunct Professor, Computer Science. Artificial intelligence (AI), game AI, computer games, machine learning, knowledge representation and democratic methods

Arnav Jhala Assistant Professor, Computer Science. Artificial Intelligence: storytelling in games, intelligent machinima generation, smart graphics, and intelligent user interfaces

Sri Kurniawan Assistant Professor, Computer Engineering. Human-computer interaction, human factors and ergonomics, accessibility, assistive technology, usability, empirical studies, human-centered design.

Kimberly Lau Professor, Literature. Feminist theories of embodiment and identity, fairy tales, folklore and narrative, discourse analysis and ethnographic methods, virtual worlds

Brenda K Laurel Adjunct Professor, Computer Science. Human-Computer Interaction and Experience Design, Immersice and Augmented Reality Environments, Dramatic Theory and Interacton Design, Game Design, Gender and Technology, Interaction and the Natural World

Tracy Larrabee Professor, Computer Engineering. Test pattern simulation and generation, fault modeling, fault diagnosis, design verification, technical writing, logic simulation

Carlos Maltzahn, Associate Adjunct Professor, Computer Science. Scalable file system data and metadata management, storage QoS, data management games, network intermediaries, information retrieval, cooperation dynamics

Michael Mateas Professor, Computer Science. Artificial Intelligence (AI) for art and entertainment, game AI, AI and creativity, AI-based interactive storytelling, autonomous characters

Brenda Romero Program Director, Games & Playable Media. Award-winning game designer, artist, writer and creative director.

John Romero Creative Director, Games & Playable Media. Game Designer, programmer, artist and sequential artist whose work spans over 130 games.

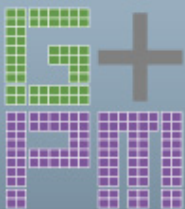
Warren Sack Associate Professor, Film and Digital Media, Digital Arts and New Media. Online public space and public discussion, social computing, software studies, software design, software art, media theory

Marilyn Walker Professor, Computer Science. Dialogue Systems, Natural Language Processing, Computer games, Human-Computer Interaction, Machine Learning, Artificial Intelligence

Noah Wardrip-Fruin Associate Professor, Computer Science. Digital media, computer games, electronic literature, software studies

Jim Whitehead Professor, Computer Science. Software engineering, software evolution, software bug prediction, level design in computer games, procedural content generation

Steve Whittaker Professor, Psychology. Human computer interaction



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