

INTERACTIVE MEDIA

Bachelor of Arts



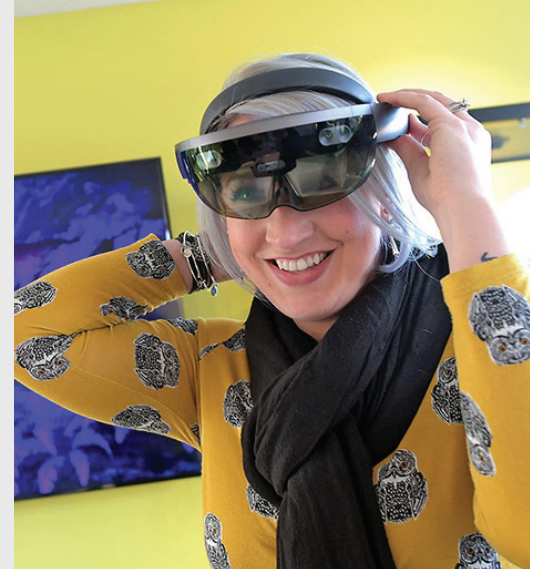
Introduction to the Major

The Becker School of Design & Technology (BSDT) at Clark is a powerhouse of innovation, giving you access to one of the top game design programs in the world.

The interactive media major is built on a transdisciplinary model of learning, incorporating personalization and rigor across a framework of collaboration among students, faculty, departments, and the world. A degree in interactive media from Clark positions you to succeed in whatever focus area, career, or advanced degree you wish to pursue, while providing historical context, critical analysis, and effective practice of the discipline.

Highlights

Our game design program is currently ranked as the No. 3 school for game design in the world by The Princeton Review. U.S. News and World Report has called our program "a destination for game designers." The rich curriculum and the strengths of a Clark education, interwoven around humanism and social justice, provide fertile ground for you and your peers to build games that make the world a better place.



"We will open the study of game development to you, and with this knowledge of immersive human experience, you will be empowered to transform the world."

- Paul Cotnoir, Dean, Becker School of Design & Technology



What can I do with my major?

JOBS & EMPLOYERS

Interactive media experts are in high demand in the entertainment industry, and opportunities are also expanding in medicine, education, government, and more.

Our students and graduates have gone on to intern and work at Ubisoft, Epic Games, Rockstar Games, Adobe, Accenture, Fidelity Investments, and more.

GRADUATE PROGRAMS

Our MFA in interactive media allows you to pursue your passion with the thesis project and realize your potential with our innovative studio-based curriculum.

Major Tracks

Our rich curriculum offers eight tracks interwoven with a broad liberal-arts education:

- Game 3D Art Track
- Game 2D Art Track
- Game Development and Programming Track
- Game Audio Track
- Game UI/UX Design Track
- Game Production and Management Track
- Game Writing Track
- Design Your Own Track

Find out more at clarku.edu/design-technology/

YOUR CLARK EXPERIENCE



Discover and Demonstrate your Purpose



Cultivate Your Communities



Engage Locally & Globally



Develop your Professional Identity

Year 1



Explore the Interactive Media major

Take a First -Year Intensive (FYI) or intro-level Game course. Meet with faculty to learn more about BSDT.



Learn about campus resources

Go to the Writing Center, visit the Career Lab in ASEC to get started on a resume, and log in to Handshake to find career exploration events. Explore new resources in health and wellness, diversity and inclusion, dining, and library services each week.



Get connected

Join a student club such as the International Game Developers Association (IGDA), check out the BSDT Discord server, and follow @clarkBSDT to hear about all of the latest events, talks, game jams, and student activities.

Year 3



Plan for senior year and beyond

Consider applying to run a Greenlit Game Studio project with your own team.

Meet with your faculty adviser about portfolio-building, skills assessment, and graduate school options. Discuss how to fulfill your capstone, demonstrate your advanced work contributions in the Game Studio, and reflect this in your portfolio.



Consider the interactive media MFA

The 4+1 Accelerated Master's Degree allows you to take graduate courses your senior year so you can complete an MFA and B.A. in five years.



Test-fly your career

Apply for an internship for fall or spring semester or for the summer. Meet with your career adviser to get started and join the Alumni Job Shadow Program to experience a day on the job in interactive media or a related industry.

Year 2



Join the Game Studio

Apply to join a team working on projects from external companies and organizations, interdisciplinary partnerships, or Greenlit MFA and undergraduate POs.



Ramp up your portfolio

Work with your faculty adviser, Game Studio faculty, and your career adviser to get your portfolio ready for a big debut: applying for Studio lead positions, internships, and funded department projects.



Start networking

Attend BSDT and IGDA guest lectures. Find like-minded peers and start building games and new media as a team. Participate in game events, meetups, and workshops to start becoming a familiar face.

Year 4



Share what you have learned

Build skills and momentum by presenting your work. Apply to represent your Studio or Greenlit projects at PAX East, ClarkFEST, or an academic conference. Work as a Peer Learning Assistant.



Take on a leadership role

Have you had the experience of being a lead on a Game Studio project? If not, consider applying for this opportunity before you graduate.



Get ready to launch

Talk with faculty and meet with your career adviser to plan and prepare for your job search. Identify faculty who know you well and will serve as references.

Reach out to alumni through BSDT faculty and student organizations to grow your network and find job opportunities. Ask alumni for advice and feedback on your portfolio.