



THE UNIVERSITY OF ARIZONA
College of
Information Science

GAME DEVELOPMENT

Bachelor of Science in Game Development

2

ways to study:
on campus and online

#22

Public Game Design
School in the U.S.
Animation Career Review

\$95K

average salary for
video game developers*

SHAPE THE FUTURE OF IMMERSIVE WORLDS.

Offered at the University of Arizona's main campus and online, the highly ranked, STEM-designated BS in Game Development provides a rigorous foundation for designing interactive experiences across games, learning and simulation.

In the BSGD, you'll master cutting-edge skills and gain hands-on experience in the world of game design and development, including conceptualization, market analysis, technical design and usability. Whether you aim to revolutionize entertainment, transform educational methods, innovate in training or pioneer new applications in healthcare, the BSGD positions you to excel in a wide variety of in-demand careers.

What You'll Learn

- **Game design** for an array of purposes and industries
- **Best practices in gamification**, including challenges and fun factor, balancing, level design, scoring and progression, user interface interaction mechanics, narration, functionality, usability and playability
- **Game development skills** utilizing effective, industry-proven approaches, tools, systems, platforms and devices
- **Research methods and presentation skills** for data and information science
- **Recognition and analysis of ethical and policy concerns** raised by new technologies
- **Effective communication** across cultures and with diverse peoples and groups
- **How to craft effective, ethical solutions** for gamification and game design and development challenges

* Average salary for video game developers according to Zippia, January 2026.

GAME DEVELOPMENT COURSES

The BS in Game Development offers courses that equip you with the versatile skills you need for a career in a dynamic and rapidly growing industry.

CORE COURSES INCLUDE:

- Algorithms for Games
- Computational Thinking and Doing
- Ethics in a Digital World
- Introduction to Game Design
- Introduction to Game Development with Unity
- Game Development
- Statistical Foundations of the Information Age

EMPHASIS AREA COURSES INCLUDE:

- 3D Modeling for Games
- Advanced Game Development
- Augmented Reality
- Designing for Video Game Genres
- Game Artificial Intelligence
- Game Physics
- Gamification in Society
- Introduction to Human-Computer Interaction
- Legal Aspects of Game Industries
- Monetizing Independent Gaming
- Narrative Practices in Digital Games
- Neural Networks
- Simulation Design and Development for Complex Problem Solving
- Technology of Sound
- Virtual Reality

This is not a complete list of required or available courses, and course offerings may vary, so be sure to meet with your academic advisor to plan the path that works best for you.

INTERNSHIPS

Internships are optional in your InfoSci degree, but strongly encouraged. With support from our Career Center, students gain hands-on experience with organizations like Amazon, CyVerse, Intel, Mayo Clinic, Deloitte, Raytheon, Tucson Electric Power and Pima County Public Library, turning classroom learning into career-ready skills.

LAUNCH YOUR CAREER IN GAME DEVELOPMENT

Game designer and developer **job growth is projected to increase 13% over** the next five years according to research by Lightcast, and 18% from 2023 to 2033 for software (including game) developers specifically, according to the U.S. Bureau of Labor Statistics.

According to Zippia, the average salary for a **video game developer is \$95,000 per year**, while top annual average salaries range up to \$160,000 or more.

BSGD graduates are ready to excel in high-demand positions across industries, including:

- 3D artist
- Application developer
- Art director
- Computer-aided design (CAD) drafter
- Computer programmer
- Concept artist
- Game designer
- Game tester
- Graphic designer
- Mobile developer
- Software developer
- Software quality assurance analyst
- Video game designer
- Web developer

Ready to shape the future of immersive worlds?

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