

Modern Game Design

Moscow Institute of Physics and Technology (National Research University)

Language of study: **Russian**

Mode of study: **full-time**

Duration: **2 years**

Availability of free education: **yes**

Price: **RUB 430 000 / year (no discount)**

Programme webpage at the university website: <https://scream.school/ma>

Programme curator: **Anna Kulashova, Director, GDDTC, MIPT**

Tel.:

E-mail: gamedev@mipt.ru

MIPT Phystech School of Applied Mathematics and Informatics

Fields of Study: 03.04.01 AMP and 09.04.01 ICE

Prime Target: People who have a passion for game development

Summary:

The program has been designed to provide competence in game development, whether arcade or AAA games. Studies in Modern Game Design enable students to obtain an MIPT Master's degree and a reliable portfolio with personal experience in multiple real game projects.

Entry Requirements:

- Passion for planning and developing the game industry
- Success in entrance exams within the relevant field of study

This program is presented in partnership between Scream School and MIPT. It's a brand new combination of Scream School's experience in gamedev training and MIPT's deep expertise in delivering effective and profound education.

Modern Game Design has been developed within the **Game Design and Development Training Center** (GDDTC) at the Phystech School of Applied Mathematics and Informatics (PSAMI), Moscow Institute of Physics and Technology (MIPT).

The program aims to provide competence in game design, level design, production, analytics, thus training competitive gamedev experts.

Specializations within this programme