

Graduate Certificate in Serious Game and Simulation Design

The Serious Games and Simulation Design (SGSD) graduate level certificate is a 16 credit-hour program that prepares students as practicing professionals to work in the fast growing educational (aka “serious”) games and simulation market. In this 100% online, hands-on certificate program, graduates will learn to:

- Apply a systematic, agile, team-based and flexible process for game and simulation design.
- Apply skills for prototyping game and/or simulation designs using appropriate software or game engines.
- Apply principles of visual design to the design of game and simulation assets.
- Become fluent in usage of serious gaming and simulation technology equipment.
- Assess and evaluate learning outcomes from employing game/simulation strategies using user experience and usability methods.

Requirements

The graduate certificate is a 16 credit hour program. All courses are online.

Required Courses:

IS_LT 7308	Game Engine Skills	2
IS_LT 7351	Digital Modeling for Serious Games	3
IS_LT 9480	Internship in Information Science and Learning Technologies	2
IS_LT 9486	Advanced Designing Games for Learning	3

One of the following electives:

IS_LT 7383	Rapid Development Tools for Online Learning	3
IS_LT 7888	Intro to VR-enabled Instructional Design	3
IS_LT 9467	Technology to Enhance Learning	3

Contact

For more information about the serious game and simulation design certificate, visit our website at <https://education.missouri.edu/information-science-learning-technologies/certificates/serious-games-and-simulation-design-graduate-certificate/> or email program coordinator Dr. Rose Marra at rmarra@missouri.edu.