# Gaming Design Princeton Review

**HEADLINE:** Marist Named a Top School for Game Design by The Princeton Review

**SUMMARY:** The College has been honored as a top school for game design for the eighth year in a row.

**BACK-END TITLE:** Princeton Review Gaming

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<https://marist.photoshelter.com/search/result/I0000Nrky4PfB7rM?terms=GAMING>&

CC: [Carlo de Jesus](https://marist-college.quip.com/EUaAEAs6KVT)[Zachary Gawron](https://marist-college.quip.com/LNOAEAsx4AW)[Daryl Richard](https://marist-college.quip.com/SIaAEAsFEtq)



March 31, 2023 — Marist once again has been recognized as a [Top 50 game design school](https://www.princetonreview.com/college-rankings/game-design) in the country for undergraduate students, according to The Princeton Review. This is the eighth year in a row the Games and Emerging Media program at Marist has been honored by The Princeton Review.

Shared between the Schools of [Communication and the Arts](https://www.marist.edu/communication-arts) and [Computer Science and Mathematics](https://www.marist.edu/computer-science-math), students in the [Games and Emerging Media](https://www.marist.edu/games-emerging-media?gclid=Cj0KCQjwlPWgBhDHARIsAH2xdNcOo3V9nB53OrfZ0Db3NTB0kb9r34tucmDh-55xYS8BJkl9OZ3m6XMaAghkEALw_wcB&gclsrc=aw.ds) program learn how to become designers, writers, programmers, artists, and producers. The program features industry experts and state-of-the-art facilities to help students become game developers and offers concentrations in “Technical Development and Programming” and “Design, Writing, and Culture,” along with unique electives such as “Storytelling Across Media,” “3-D Modeling,” and “Human-Computer Interaction.”

Students enrolled in Marist’s Games and Emerging Media major have access to innovative computer and game prototyping labs, audio/video production studios and industry-standard tools. Graduates of the program have established careers at a number of gaming and media organizations such as Epic Games, Nickelodeon, and IBM, with many having gone on to design, develop, and launch their own games for popular gaming platforms.

The Princeton Review chose the schools based on a survey of administrators at 150 institutions across the U.S. and abroad offering game design courses, majors, or degree programs. The survey collected information in four areas: academics, faculty, technology, and career prospects.

**TAGS:**

* School of Computer Science and Mathematics
* School of Communication and the Arts
* Games and Emerging Media
* Rankings
* Rankings & Recognition

**DRAFT SOCIAL:**

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