About WPI Interactive Media & Game Development

WPI is home to one of the earliest and top-ranked academic programs in the Interactive Media & Game Development field. IMGD majors receive a base education in both the artistic and technical aspects of interactive media, underscoring the importance of blending art with technology, and the close working relationships required between artists and programmers.

Each student may choose to focus on the artistic or technical side of the field, and all are expected to gain a broad understanding of both areas, developing a base of knowledge in computer science, mathematics, science, art, music, and English.

The IMGD Lab is a 27-seat teaching/research facility that features PC and Mac workstations equipped with the latest software for building games and creating art. This space is designed for students to work in a collaborative environment and benefit from synergistic interactive media and game development. Other IMGD facilities include Digital Art Studio, Interaction Lab, Human Research Lab, Academic Technology Center, Computing & Communications Center, Artificial Intelligence & Intelligent Tutoring Lab, Human Interaction in Virtual Environments Lab, Performance Evaluation & Distributed Systems Lab, Visualization Lab, and Sound Recording Studio.

• SuccessfulStudent.org has named WPI one of the 27 Best Video Game Colleges for 2015 for its Interactive Media & Game Development program. WPI came in at #10, cited for encouraging “its graduates to build unique portfolios that will be competitive in the career world through project-based learning.”

• WPI’s video gaming graduate program is 14th in the U.S., and its undergraduate gaming program is No. 6 in the country, according to The Princeton Review.

• Interactive Media & Game Development master’s program, doubling the number of applicants. The program is in its fourth year, and currently has three Fulbright Fellows enrolled.

• One of those Fellows, Oles Terletskyy, a graduate student, won the overall Grand Prize as well as Indie Beta/Near Release Category honors in the fourth annual Massachusetts Digital Games Institute Game Challenge on Feb. 9, 2015, together with his team at Wooplex, a Worcester-based independent game studio founded by Terletskyy and two others.

• In the past three years Professor George Phillies has written five books on game design. Phillies serves on the faculties of Physics, Interactive Media & Game Development, and Biochemistry.
• Brian Moriarty, professor of practice in the IMGD program, and the author of influential Infocom games like *Trinity* and *Beyond Zork*, delivered a Classic Game Postmortem on his 1990 graphic adventure game Loom at the 2015 Game Developers Conference (GDC), held March 2–6 at the Moscone Center in San Francisco.

• IMGD master’s student Yingying Chen was a Gold Winner at the GDC 2015 and its Game Narrative Summit, held March 2–6 at the Moscone Center in San Francisco.