Entertainment Arts and Engineering: Master Games Studio (EAE:MGS) is an interdisciplinary master’s level graduate program jointly developed with the College of Engineering and the College of Fine Arts. Our goal is producing graduates ready to design, develop, create assets and provide leadership for the video games of today and tomorrow.

In just six short years, this exciting new program has skyrocketed to become the top-ranked video game design school in the world, according to The Princeton Review.

Students in the Engineering Track focus on the technical aspects of video games including game engines, graphics, artificial intelligence and novel input devices. For more information, please visit our website: http://eae.utah.edu

COLLEGE OF ENGINEERING
In the past decade, we've more than doubled the output of master's and doctoral degrees awarded. With $77.6M in research expenditures, the College ranked 37th in research productivity in the 2014 ASEE Profiles, which compares U.S. engineering and technology programs. We have also grown the size of the faculty to 188, which puts the College among the top 10 percent for faculty size.

LIVING IN UTAH
Utah is legendary for snowboarding, skiing, camping, hiking and biking. There is plenty to see and do:

- Six world-class skiing and snowboarding resorts within a 30-minute drive of the University of Utah.
- Five scenic national parks and dozens of state parks celebrated for their beauty and accessibility.
- Ranked No. 1 for Best Hiking Cities by National Geographic.
- Home of the internationally-renowned Sundance Film Festival, MLS's Real Salt Lake soccer team and the NBA's Utah Jazz.

www.eae.utah.edu