

ICT Mahidol
— Graduate Program —



M.Sc. in Game Technology and Gamification

Faculty of Information and
Communication Technology,
Mahidol University

Program Overview



M.Sc. in Game Technology and Gamification emphasizes research and innovations in Game Technology to advance various disciplines including entertainment education, medicine, military and arts

Program Chair

Asst. Prof. Dr. Mores Prachyabrued
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Duration and Teaching Schedule

 **2 years** international program

 **Weekdays** (Saturday and Sunday)

 **Required Credits**
not less than 36 credits

 **Plans of Study**
Plan 1.2 Academic (Thesis)
Plan 2 Profession ai (Independent Study)

 **Type of study**
Onsite

 **Location**
Faculty of ICT Building,
Mahidol University, Salaya Campus



Qualification

- >> **Hold a Bachelor's degree or equivalent in Computer Science, Computer Engineering, Information Technology, Information and Communication Technology, Multimedia, Digital Media, Interactive Media, Game Design, eSports, or other related fields**
- >> **Cumulative GPA of at least 2.75**
- >> **Have an English Proficiency Examination score as required by the Faculty of Graduate Studies**
- >> **Exceptions may be considered by the Program Administrative Committee and the Dean of the Faculty of Graduate Studies**



Areas of Expertise ---

Serious Game

Gamification

Digital Storytelling

Virtual Reality

Artificial Intelligence

Game Design

Computer Graphics

Computer Vision

Opportunities for Graduates ---



- >> Researcher in Game Technology and Gamification
- >> Game Designer
- >> Game Developer
- >> Interactive/Creative Media Specialist
- >> Virtual Reality Specialist
- >> Computer Graphics Specialist
- >> Computer Modeler and Animator

Spotlight Courses

Core Courses

- >> Game Design and Development
- >> Gamification
- >> Game Production Management and Marketplace
- >> Algorithms and Artificial Intelligence for Computer Games
- >> 3D Graphics and Rendering
- >> Research Methodology and Seminar in Game Technology

Elective Courses

- >> Multiplayer Online Game Development
- >> Game Engine Development
- >> Virtual Reality
- >> Digital Storytelling and Machinima
- >> Advanced Animation for Computer Games
- >> Computer Vision
- >> Mobile Game Programming
- >> Tools for Computer Games
- >> Visual Design for Games and Interactive Media
- >> Special Topics in Game Technology and Gamification

Program Learning Outcomes (PLOs)

PLO1 Produce work that adheres to appropriate ethics and professional codes of conduct

PLO2 Comprehend computer science knowledge necessary for game development including artificial intelligence and interactive systems

PLO3 Comprehend game design and development process from requirements gathering, design and implementation, project management, documentation, testing, to product marketing

PLO4 Apply game technology and gamification to solve real-world problems such as those in medicine, military, education, and entertainment

PLO5 Evaluate existing game technology and gamification to identify strengths, weaknesses, and opportunities for innovations

PLO6 Offer creative solutions to game technology and gamification problems

PLO7 Demonstrate effective English communication and proficiency in the use of information technology

PLO8 Demonstrate creativity, leadership, and teamwork

Graduate Program



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OPPORTUNITY

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into a career!"**

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Gamification @ICT Mahidol"

Asst. Prof. Dr. Mores Prachyabrued
Program Chair

Let's study Together !

**Program
Information**



Apply Now



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education to the next level?

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