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UT Dallas Recognized as one of the Top 50 Undergraduate Game Design Programs

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DALLAS, March 17 -- The University of Texas at Dallas issued the following news release:

The University of Texas at Dallas has been included in Princeton Review's list of the "Top 50 Undergraduate Game Design Programs," based on a survey of administrators at the roughly 500 institutions where students can study game design in the U.S. and Canada.

UT Dallas made the list for its innovative Arts and Technology (ATEC) program. Says Dr. Dennis Kratz, dean of the School of Arts and Humanities, "I am particularly pleased by this recognition of one aspect of our comprehensive program exploring the philosophic and practical implications of digital technology for human life and culture. We emphasize and plan to be an international leader in the development of 'tough content' games for education."

UT Dallas is in good company, as other schools in the top 50 include Massachusetts Institute of Technology and Dartmouth College. The complete list of winners will be featured in the April issue of GamePro magazine.

Robert Franek, senior vice-president of Princeton Review, says, "We evaluated their programs based on several criteria including the quality of the curriculum, faculty, facilities and infrastructure, as well as scholarships, financial aid and career opportunities."

These opportunities abound for UT Dallas' ATEC alumni, who are working and interning everywhere from Dreamworks to Gearbox Software to educational game companies like **iStation** and Blizzard Entertainment.

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