

[Woodbury Universitys Game Art & Design Program Ranked 38th Nationally; Moves Up to Top 25 Percent](#)

*Online Publication Evaluates Programs Based on Reputation, Quality of Student Work, Technology, Facilities, Proximity to Employment*

*Online PR News* â€“ 04-May-2016â€“ LOS ANGELES, Calif. (May 4, 2016) Woodbury University today announced that its Game Art & Design program ranked 38th among the Top 50 schools in the nation by Animation Career Review, an online resource for people who aspire to a career in animation; game design, development and art; graphic design; digital art; and related fields.

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Woodburys popular Game Program offers a Bachelor of Fine Arts in Game Art & Design that combines the study of art, game design, computer technology, animation, storytelling, and animation. Students may choose between a Game Art Emphasis and a Game Design Emphasis.

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The 2016 rankings are based on the overall quality of the program, including technology and facilities available to students; consistency and quality of student design work; proximity to employment opportunities; and reputation of the program in the industry. [The publications review of Woodburys Games program can be found here:

<http://www.animationcareerreview.com/articles/top-50-game-design-schools-and-colleges-us-%E2%80%93-2016-ran>  
Woodbury moved up seven spots from its 2015 ranking, ahead of two West Coast programs (AIE in Seattle, at #45, and ExPression in the Bay Area, at #46), Cornell University, Ohio State University, Clemson

University, Miami of Ohio and Indiana University/Purdue University.

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The School of Media, Culture & Design promotes cross-disciplinarity as a core attribute of the school, AnimationCareerReview noted. This means Game Art & Design BFA students may study in other areas such as Animation, Media Technology, Filmmaking and others.

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Woodbury University is literally surrounded by Southern Californias diverse video game, entertainment, and digital media studios, said William Novak, chair of the program. Our Game curriculum mirrors the skill sets, aesthetic sensibilities and production methods of professionals working in the field, who are also frequent visitors to our classes.

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Students in Game Art & Design will develop a rock-solid foundation that blends interactive design, visual arts and todays incredible technological advancements, Novak said. Our students learn how to adapt to whatever the future will throw at them. Whether they concentrate on developing fun play mechanics, or creating interactive art and animations, the game development skills students learn here are directly transferrable to the trends that are emerging on the horizon and beyond.

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Woodbury University is accredited by the Western Association of Schools and Colleges (WASC). In 2012, Game Art & Design received Plan Approval from the National Association of Schools of Art and Design (NASAD).

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#### About Woodbury University

Founded in 1884, Woodbury University is one of the oldest institutions of higher education in Southern California. With campuses in Burbank/Los Angeles and San Diego, the university offers bachelor's degrees from the School of Architecture, School of Business, School of Media, Culture & Design, and College of Liberal Arts, along with a Master of Business Administration, Master of Arts in Media for Social Justice, Master of Architecture (MArch), Master of Interior Architecture (MIA), Master of Science in Architecture (MSArch), Master of Leadership, and Master of Arts in Media for Social Justice. The San Diego campus offers Bachelor of Architecture and Master of Architecture, Master of Interior Architecture and Master of Landscape Architecture degrees, as well as an MSArch degree with a concentration in Real Estate Development and Landscape + Urbanism. Woodbury ranks 15th among the nations 25 Colleges That Add the Most Value, according to Money Magazine and is a 2014-2015 College of Distinction. Visit [woodbury.edu](http://woodbury.edu) for more information.

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