Instead of fighting over small pieces of the pie, our idea was to expand the pie for everyone. At Becker, we aren’t interested in what everyone else is doing. Our goal is to carve out our own niche, one that works hand-in-hand with those of our institutional peers to strengthen the pipeline between higher education and the game industry.


The digital gaming industry has evolved from a cottage industry focused solely on the creation of games for entertainment into a multi-billion dollar industry that includes games developed for entertainment as well as serious games, such as those developed for edutainment, game-based training, and simulation. Digital games enable professionals in a wide variety of fields—from surgeons and pilots to artists and film producers—to learn and apply best practices, new skills, and techniques. Game-based applications are being used by the public as well as industries such as the military, education, medicine, health care, and the government for the purposes of learning, training, advertising, simulation, management, and more.

Hands-on experience is a cornerstone of Becker’s design program. Through MassDiGi and the Becker faculty, students work on real game properties, government simulation projects, and educational and serious games that can make a difference in people’s lives. Students gain knowledge by participating in internships, externships, and interacting with industry professionals at conferences like Boston’s annual PAX East, where students debut digital games they created. Becker students have created digital technology applications for John Hancock, Meditech, Oracle, the Santa Ana (California) Police Department, the Internal Revenue Service, and the U.S. Army. They have also formed their own game companies—80HD Games, Play Nimbus, and Sectioned Games—and market their games on Apple Store and Google Play.

Becker College is committed to preparing students to fill the pipeline of talent needed for the thriving game design field and through a wide variety of organizations and industries.