

**UNT NAMED TO THE PRINCETON REVIEW LIST  
“TOP 50 UNDERGRADUATE GAME DESIGN PROGRAMS”  
PRESENTED BY THE PRINCETON REVIEW  
AND GAMEPRO**

UNT is one of the 50 best undergraduate institutions in the U.S. and Canada to study game design, according to The Princeton Review, one of America’s most widely known education services and test preparation companies.

The Princeton Review developed its “Top 50 Undergraduate Game Design Programs” list – the first project of its kind – in partnership with *GamePro*, one of the most respected brands in the video game industry, reaching over 3 million gamers a month.

The list is reported in *GamePro*’s April 2010 issue and on the websites of The Princeton Review ([www.princetonreview.com](http://www.princetonreview.com)) and *GamePro* ([www.gamepro.com](http://www.gamepro.com)). It names eight programs for top honors as the best of the best. They are identified in rank order, one to eight (list follows). The remaining 42 programs are listed in alphabetical order and not ranked.

Of the roughly 500 programs at which students can study game design in the U.S. and Canada, The Princeton Review selected these 50 programs based on a survey it conducted in 2009-10 of administrators at institutions offering game design coursework and/or degrees. The comprehensive survey numbered more than 50 questions and covered areas from academics and faculty credentials to graduates’ employment and career achievements. Criteria included the quality of the curriculum, faculty, facilities and infrastructure. The Princeton Review also looked at data on scholarships, financial aid and career opportunities.

Said Robert Franek, Princeton Review SVP/Publisher, “We salute UNT and the other outstanding institutions on our list for their exemplary work in game design education. It has long been our mission at The Princeton Review to help students research and get in to the education programs best for them. We are also committed to helping them carry that training to rewarding careers in fields they are passionate about. For the burgeoning numbers of students aspiring to careers in the rapidly growing field of game design and the companies that will need their creative talents, we hope our list will inspire many wonderful candidates to apply to these programs.”

Franek acknowledged the assistance The Princeton Review received on this project from the ten-member national advisory board it formed to help design the survey instrument and methodology. Board members included administrators and faculty from respected game design programs, and professionals from some of the top gaming companies.

The top eight programs on The Princeton Review's "Top 50 Undergraduate Game Design Programs" list (and the only schools ranked on the list) are profiled in the *GamePro* April issue feature about the list. In rank order, they are: 1/ University of Southern California (Los Angeles, CA), 2/ DigiPen Institute of Technology (Redmond, WA), 3/ Drexel University (Philadelphia, PA), 4/ Becker College (Worcester, MA), 5/ Rensselaer Polytechnic Institute (Troy, NY), 6/ The Art Institute of Vancouver (Vancouver, BC (Canada)), 7/ Worcester Polytechnic Institute (Worcester, MA), and 8/ Massachusetts Institute of Technology (Cambridge, MA). The remaining programs are from 27 states in the U.S.

The Princeton Review reports other school rankings, ratings and lists in several categories. Among them are its "100 Best Value Colleges" list recently reported in partnership with USA TODAY, and its widely followed college, business and law school rankings published in its guidebooks and website since the early 1990s. Princeton Review's undergraduate college rankings in 62 categories are entirely based on its surveys of students attending the schools in its "Best Colleges" guidebook. The Princeton Review is not affiliated with Princeton University, and it is not a magazine.

**About The Princeton Review:**

The Princeton Review (Nasdaq: REVU) has been a pioneer and leader in helping students achieve their higher education goals for more than 28 years through college and graduate school test preparation and private tutoring. With more than 165 print and digital publications and a free website, [www.PrincetonReview.com](http://www.PrincetonReview.com), the Company provides students and their parents with the resources to research, apply to, prepare for, and learn how to pay for higher education. The Princeton Review partners with schools and guidance counselors throughout the U.S. to assist in college readiness, test preparation and career planning services, helping more students pursue postsecondary education. The Company also owns and operates Penn Foster Education Group, a global leader in online education. Penn Foster provides career-focused degree and vocational programs in the fields of allied health, business, technology, education, and select trades through the Penn Foster High School and Penn Foster Career School ([www.pennfoster.edu](http://www.pennfoster.edu)), which are headquartered in Scranton, PA.

Media Contact: The Princeton Review, Leah M. Pennino, Executive Director / Communications, 508-663-5133, [LPennino@review.com](mailto:LPennino@review.com)

Web sites:

<http://www.princetonreview.com/gamedesign>

<http://www.gamepro.com>