



**NEWS RELEASE
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**New England Institute of Technology Named To 2017 Princeton Review's
"Top 50 Undergraduate Schools to Study Game Design"**

East Greenwich, RI – Dr. Douglas H. Sherman, Senior Vice President and Provost at New England Institute of Technology (NEIT), announced that the university has earned a coveted spot on the list of top 50 undergraduate schools to study game design for 2017 by the highly respected *The Princeton Review*. This ranking marks the fourth consecutive year that NEIT has been recognized for its video game design and development programs.

<http://www.neit.edu/Programs/Bachelors-Degree-Programs/Video-Game-Design>.

"New England Tech's faculty and administration work diligently to improve our curriculum and facilities to create the best possible environment for our students to excel. When our graduates seek employment, they can feel confident in the hands-on training and knowledge they acquired at NEIT," stated Sherman.

The "Top Schools to Study Game Design" project was developed by *The Princeton Review* in 2009 with input from a national advisory board that assisted in designing 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 *Princeton Review* (www.PrincetonReview.com) chose the schools based on a survey it conducted in 2016 of 150 institutions offering game design coursework and/or degrees in the United States, Canada, and some countries abroad. The 40-question survey asked schools to report on their academic offerings, faculty credentials, graduates' starting salaries and employment experience. In addition, the school's facilities, career services and technology were evaluated.

"We are very proud of the recognition and distinction our program has received through this ranking," stated Bill Culbertson, Associate Professor, Video Game Design and Development at New England Institute of Technology. This national ranking confirms that we are working in the right direction for our students."

The Princeton Review's report on this project is available at www.princetonreview.com/game-design and also features a companion list of "Top 25 Graduate Schools to Study Game Design for 2017." It includes profiles of the schools with application information and links to the school sites.

“Game design is an exciting field and programs are springing up in colleges all over the world,” said Robert Franek, *The Princeton Review’s* Editor in Chief. “As we continue to help students find the best program for their needs and interests, we strongly recommend New England Institute of Technology and each of the other schools that made our 2017 ranking lists. These schools have outstanding faculties and great facilities which will give students the skills and experience they need to pursue a career in this dynamic and burgeoning field.”

For more information regarding NEIT’s Associate in Science and Bachelor of Science degree programs in Video Game Design Technology or Game Development & Simulation Programming Technology, visit <http://www.neit.edu/Programs/Bachelors-Degree-Programs/Game-Development-Simulation-Programming> or contact NEIT’s Admissions office at 800-736-7744 or by email at NEITAdmissions@neit.edu.

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About New England Institute of Technology

Under the leadership of President Richard I. Gouse, New England Institute of Technology is a private, non-profit technical university with an enrollment of more than 3,000 students. Founded in 1940, the university offers 59 associate, bachelor’s, master’s, and on-line degree programs and is accredited by the New England Association of Schools and Colleges, Inc. For more information, please visit www.neit.edu or follow news of the university on Facebook, Twitter, YouTube, Instagram, LinkedIn, and the New England Tech [Blog](#).

About The Princeton Review

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