

Animation and creativity without compromise.



Our location in the tri-state area places students within reach of New York, New Jersey, and Connecticut’s dynamic media industries, where they can pursue internships, freelance work, and studio experience while still in school. We regularly bring leading professionals into the classroom for workshops, critiques, and mentorship, connecting students directly with the people shaping today’s animation and games industries.

Through hands-on production, global opportunity, and creative mentorship, the FDU Animation and Game Design Department empowers students to become agile, adaptive artists. Our graduates are prepared not only to enter the field, but to help shape the future of animation with intelligence, integrity, and innovation.



APPLY NOW
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>> **Contact**

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■ ARTS
■ COMMUNICATION
■ MEDIA



ANIMATION

Bachelor of ARTS

Maxwell Becton College of Liberal Arts and Education

3D ANIMATION
2D ANIMATION
VIDEO GAME ANIMATION

At Fairleigh Dickinson University, animation isn’t just a technical skill—it’s storytelling, experimentation, and the courage to take creative risks. Ranked nationally among the Top 25 Animation B.A. Programs (*Animation Career Review*, 2025), our program blends hands-on practice with critical theory to prepare students for careers in animation, gaming and emerging media.

The goal of the Animation program is to help students reach their creative potential through theoretical and hands-on practice.

More importantly, the FDU Animation program challenges students to imagine bigger and engage in creative risk-taking under the direction of dedicated faculty and industry mentors. The world of animation beckons anyone who is interested in creating moving imagery for a broad variety of purposes and without limitations.

FDU Animation and Game Design

Moving Creativity

Students may choose a focus in 2D Animation, 3D Animation, or Game Design, and are empowered to produce bold, original, and purposeful work, whether for games, anime, or experimental media. Our curriculum fosters a global perspective through Anime in Japan, a two-week summer study abroad experience in Tokyo and Kyoto. This immersive program includes studio visits, cultural exploration, and access to internship opportunities with Japanese animation and gaming companies.

BACHELOR OF ARTS IN ANIMATION

Choose your focus:

- **2D Animation**
- **3D Animation**
- **Video Game Animation**

Global Perspective, Professional Edge

"Anime in Japan": A two-week study abroad experience in Tokyo and Kyoto, exploring Japanese animation and visual culture through studio visits, cultural immersion, and the opportunity for summer internships in Japan.

Industry Access & Mentorship

FDU's proximity to New York and the tri-state area provides direct access to top studios, internships, and industry professionals.

Recent Visiting Artists and Mentors

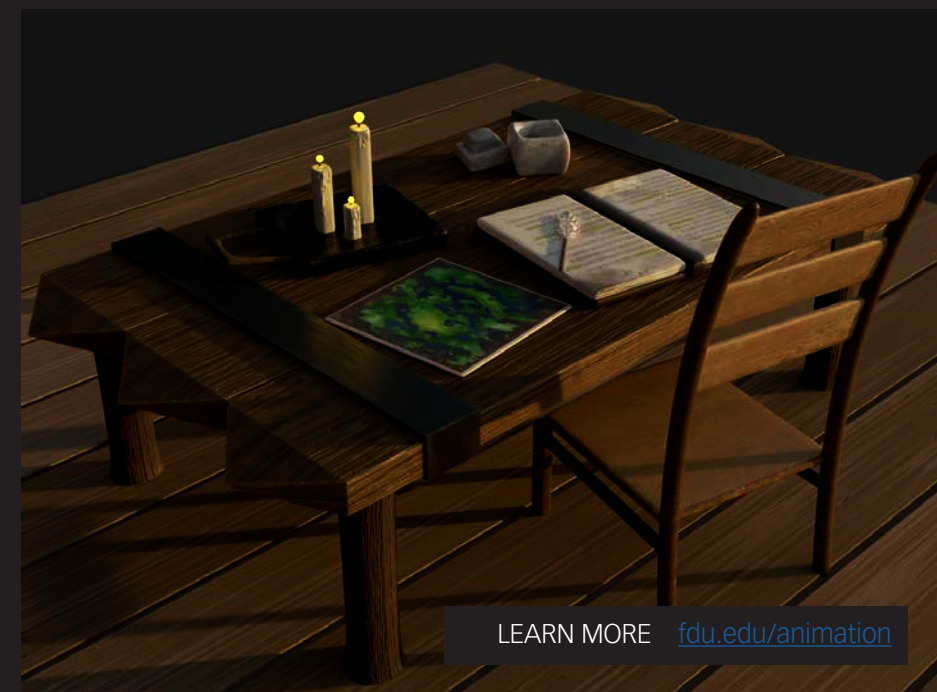
- ADAM FUCHS – Art Director, Adult Swim
- AARON AUGENBLICK – CEO, Augenblick Studios
- JAMES MCDERMOTT – Director, Rick and Morty
- JARRETT MARTIN – Animator, Tonari Studios & Creative Freaks
- REMY CLARKE – Animator, Mob Psycho 100, One Piece, Dragon Pilot

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From anime and games to experimental media, our curriculum empowers students to create bold, original, and purposeful moving imagery.

We are committed to preparing students for the evolving future of creative production. As artificial intelligence transforms the media landscape, we encourage students to engage emerging tools not as shortcuts, but as thoughtful collaborators in an artistic process rooted in human vision. Our program emphasizes the responsible integration of new technologies while maintaining a strong foundation in narrative, design, and experimentation.

*Make
What
Moves
You*



LEARN MORE fdu.edu/animation