

Game Design

Associate of Applied Science in Game Development Specialist–GADS2

This program is designed to provide a well-rounded, fundamental and application-oriented education focused on the knowledge of existing and new developments in Digital Game Technology. The student will acquire knowledge of the basic digital gaming and simulation industries and markets, and the programming, graphic arts, storytelling, and audio recording skills required to create the games. Students will be required to develop necessary teamwork skills to fulfill the capstone requirement. With additional training and experience, individuals can increase their potential for advancement. The skills built within this program can lead not only to jobs in the digital gaming industry, but after work experience in the game industry and completion of a four-year degree in computer science, multimedia animation or art, the student could be qualified for other crossover careers including such career opportunities as: Computer Programmer, Computer Systems Analyst, Software Engineer, Multimedia Artist and Animator, and Graphic Artist.

FIRST SEMESTER		SCH
—	---- ---- Computer Literacy	3/4
—	GAME 1306 Design & Creation of Games	3
—	GAME 1302 Interactive Storyboarding	3
—	ARTC 1453 Computer Illustration	4
—	COSC 1436 Programming Fundamentals I	4
	17/18	
SECOND SEMESTER		
—	GAME 1212 Game Theory	2
—	GAME 1301 Computer Ethics	3
—	ARTC 2440 Computer Illustration II	4
—	IMED 1445 Interactive Multimedia I	4
—	COSC 1437 Programming Fundamentals II	4
	17	
THIRD SEMESTER		
—	GAME 1304 Level Design	3
—	GAME 2332 Project Development I	3
—	GAME 2338 Game Testing	3
—	ENGL 1301 English Composition I	3
—	---- ---- Oral Communications	3
—	---- ---- Elective**	3
	18	
FOURTH SEMESTER		
—	---- ---- Natural Science/Mathematics	4
—	---- ---- Social/Behavioral Science	3
—	---- ---- Humanities/Fine Arts	3
—	COMM 2325 Electronic Music I	3
—	●GAME 2459 Game & Simulation Group Project	4
	17	
Total Semester Credit Hours for Degree		69/70

** Elective to be chosen from COMM 2324, ENGL 1302, ENGL 2307, future DRAM storyboarding, or other courses appropriate to degree.

Certificate of Completion in Game Designer–GAD1

FIRST SEMESTER		SCH
—	---- ---- Computer Literacy	3/4
—	GAME 1306 Design & Creation of Games	3
—	GAME 1302 Interactive Storyboarding	3
—	ARTC 1453 Computer Illustration	4
—	●COSC 1436 Programming Fundamentals I	4
	17/18	
Total Semester Credit Hours for Certificate		17/18

Certificate of Completion in Game Specialist–GAS1

FIRST SEMESTER		SCH
—	---- ---- Computer Literacy	3/4
—	GAME 1306 Design & Creation of Games	3
—	GAME 1302 Interactive Storyboarding	3
—	ARTC 1453 Computer Illustration	4
—	COSC 1436 Programming Fundamentals I	4
	17/18	
SECOND SEMESTER		
—	GAME 1212 Game Theory	2
—	GAME 1301 Computer Ethics	3
—	ARTC 2440 Computer Illustration II	4
—	IMED 1445 Interactive Multimedia I	4
—	●COSC 1437 Programming Fundamentals II	4
	17	
Total Semester Credit Hours for Certificate		34/35

● Students should plan to take this capstone course in their last semester and should speak with their advisor prior to registering for the final semester. Core curriculum courses are shown in bold type. Field of Study (FOS) courses are underlined. Core and Field of Study courses are shown in bold and underline type.

✦ Students completing a high school Tech Prep Program may receive credit for indicated courses.