

GAME DESIGN, ASSOCIATE IN SCIENCE

The Game Design program is designed to prepare students for freelance careers and/or entry-level employment as independent game developers or with game design and development companies. Students explore creative, technical, critical, and design-based solutions to real-world issues in order to meet the rigors of a dynamically evolving array of game-oriented professions.

To earn an Associate in Science in Game Design, students must complete 34-37 specified units, plus General Education degree requirements.

Course ID	Title	Units/ Hours
Required Core		
GAME M80	Internship in Game Design	1-4
GAME M101	Introduction to Game Design	3
GAME M102	Game Design Technologies I	3
GAME M105	3D for Game Design	3
GAME M110	Game Theory and Mechanics	3
GAME M115	Game Level Design	3
GAME M202	Game Design Technologies II	3
GAME M210	Game Design Studio	3
MM M10		3
MM M50		3
Units from Elective Courses		6
Total Units		34-37

Course ID	Title	Units/ Hours
Elective Courses: Select and complete 2 courses (6 units) from the following:		
ARTH M150	History of Western Art: Modern through Contemporary	3
ART M40	Illustration I	3
BUS M30	Introduction to Business	3
ENGL M10A	Creative Writing	3
FTMA M115	Introduction to Scriptwriting	3
GR M10		3
GR M27/PHTC M33		3
MM M20		3
MM M40		3
MUS M03	Introduction to Music Technology	3
Total Required Major Units: 34 - 37		
MC General Education Pattern: 28		
Double-Counted Units: 0 - 6		
Electives to meet 60 associate degree units: 0 - 5		
Total Required for the AS Degree: 60 - 65		

Upon successful completion of this program, students will be able to:

- apply core competencies in the cultural, theoretical, artistic, and narrative aspects of game design, as well as a broad background in the creation and development of playable media.