

GAME DESIGN, CERTIFICATE OF ACHIEVEMENT

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 a Certificate of Achievement in Game Design, students must complete 21 specified units.

Course ID	Title	Units/ Hours
Required Core		
MM M10	----- Course no longer offered	
GAME M101	Introduction to Game Design	3
GAME M102	Game Design Technologies I	3
GAME M110	Game Theory and Mechanics	3
GAME M202	Game Design Technologies II	3
Units from Elective Courses		6
Total Units		18

Course ID	Title	Units/ Hours
Elective Courses: Select and complete 2 courses (6 units)		
ART M40	Illustration I	3
ENGL M10A	Creative Writing	3
FTMA M115	Introduction to Scriptwriting	3
GAME M105	3D for Game Design	3
PHTC M33	Image Editing	3
or		
GR M27	----- Course no longer offered	
MM M50	----- Course no longer offered	
MUS M03	Introduction to Music Technology	3

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.