

# GAME DESIGN, CERTIFICATE OF ACHIEVEMENT

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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
<b>Required Core Courses</b>		
DES M121	Introduction to Digital Media	3
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
<b>Total Units</b>		<b>21</b>

Course ID	Title	Units/ Hours
<b>Elective Courses: Select and complete 2 courses (6 units)</b>		
ART M40A	Illustration I	3
ENGL M10A	Creative Writing	3
FTMA M115	Introduction to Screenwriting	3
GAME M105	3D for Game Design	3
PHTC M33/ DES M126	Image Editing	3
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.