

# 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/<br>Hours |
|-----------------------------|--------------------------------|-----------------|
| <b>Required Core</b>        |                                |                 |
| 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               |
| <b>Total Units</b>          |                                | <b>18</b>       |

| Course ID  | Title                            | Units/<br>Hours |
|--|----------------------------------|-----------------|
| <b>Elective Courses: Select and complete 2 courses (6 units)</b> |                                  |                 |
| 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.