GAME DESIGN

Program Purpose: The Game Design program allows students to explore game theory and mechanics, level design, a variety of game engines and software, game media creation (2D and 3D), and game development techniques and methodologies. Students who complete Game Design courses will understand the history, criticism, business, design, and development processes found in the game industry.

GAME M80 Internship in Game Design 1-4 Units
In-Class Hours: 75-300 paid cooperative
Prerequisites: Completion of or concurrent enrollment in one course in the discipline and instructor approval
Provides on-the-job learning to develop effective work habits, attitudes, and career awareness in paid or unpaid internships that are related to the discipline. Involves the development and documentation of learning objectives and the completion of an internship paper, presentation, or project. Includes both workplace supervisor and faculty adviser feedback and/or written evaluations. Course Credit Limitation: To take this course, contact the Career Transfer Center. Requires orientation session. Students receive one unit of credit for each 60 hours unpaid or 75 hours paid work. May enroll in up to 4 units a semester with a maximum of 16 total units of any type of work experience.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Repeatable for Credit: Course may be taken up to 3 times for credit.
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M101 Introduction to Game Design 3 Units
Formerly: MM M70
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: DES M121
Provides an overview of all aspects of the game industry. Introduces game design and development terminology, principles, tools, and techniques. Explores gameplay, game design production processes, play testing, game analysis, game story development, game pitches, and game design documents. Examines the history and theories of game design, explores a variety of game genres, and addresses common legal and ethical concerns in the game development industry. Uses game development tools to create simple prototypes that emphasize concepts learned during the course of the semester.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU, UC
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M102 Game Design Technologies I 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: GAME M101
Advisories/Rec Prep: DES M121
Introduces the fundamentals, concepts, and vocabulary of computer game tools and techniques. Covers a variety of digital tools and game engines to create playable environments. Includes topics such as game design technologies, virtual world-building, game flow, pacing, schooling and planning, and deployment strategies such as desktop, console, and web.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M105 3D for Game Design 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Advisories/Rec Prep: DES M121
Offers in-depth concepts for creating 3D assets for use in game engines and tools. Includes 3D modeling, UVW unwrapping, 2D and 3D texturing techniques, character and prop rigging, and animation. Covers 3D character modeling, texturing, and animation as well as building animated props and game environments for use in game engines. Emphasizes using industry standard software, techniques, and workflows.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M110 Game Theory and Mechanics 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: GAME M101
Advisories/Rec Prep: DES M121
Covers the "rules of play" for game design. Applies the principles of theory and mechanics, as well as contemporary design techniques within the domain of analog game design.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M115 Game Level Design 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: GAME M101
Advisories/Rec Prep: DES M121 and GAME M102 and GAME M110
Introduces the process of designing video game levels on paper and quickly iterating on the designs. Explores architectural techniques and theories for game level designers to use in their own work. Connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Implements final level designs using a commercial game engine to further understand how the level will be seen from the player's perspective.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M202 Game Design Technologies II 3 Units
Formerly: GAME M201; MM M75
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: GAME M102
Advisories/Rec Prep: GAME M105 and GAME M110 and GAME M115
Provides an in-depth introduction to technologies and techniques used to create virtual reality and mobile games. Introduces looping, decision-making, objects, and events. Explores music, sound, utilities, and graphics implementation. Covers revision control environments and the workflow of packaging computer game-oriented apps for software publishing marketplaces. Exercises industry best practices for creating intuitive player controls, meaningful gameplay cues, visual consistency, and techniques for facilitating the suspension of disbelief.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

GAME M210 Game Design Studio 3 Units
In-Class Hours: 35 lecture, 52.5 laboratory
Prerequisites: GAME M102 and GAME M105 and GAME M115
Emphasizes creating substantial, artistic game design concepts within an interdisciplinary team-driven environment. Covers advanced topics in game design, game programming, software project management, and indie game marketing channels. Includes design reviews, formal presentations, play testing, debugging, and job interview techniques. Includes the production of a comprehensive capstone project, corresponding web-based promotional presence, and a personal résumé and portfolio.
Grade Modes: Letter Graded, Student Option- Letter/Credit, Pass/No Pass Grading
Degree Applicability: Applies to Associate Degree
AA/AS GE: None
Transfer Credit: CSU
UC Credit Limitations: None
CSU GE-Breadth: None
IGETC: None

- Game Design, Associate in Science (http://catalog.vcccd.edu/moorpark/programs-courses/game-design/game-design-as/)

- Game Design, Certificate of Achievement (http://catalog.vcccd.edu/moorpark/programs-courses/game-design/game-design-coa/)

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