Game Development Specialist

Explore Catalog Search Courses

This program is designed to provide a well-rounded, fundamental and application-oriented education focused on the knowledge of existing and new developments in Digital Game Technology.

Students will be required to develop necessary teamwork skills to fulfill the capstone requirement. With additional training and experience, individuals can increase their potential for advancement.

What will I learn?

The student will acquire knowledge of the basic digital gaming and simulation industries and markets, and programming, graphic arts, animation, and storyboarding skills required to create the games.

What can I do with this course of study?

The skills built within this program can lead not only to jobs in the digital gaming industry, but after work experience in the game industry and completion of a four-year degree in computer science, multimedia animation or art, the student could be qualified for other crossover careers including such career opportunities as Computer Programmer, Computer Systems Analyst, Software Engineer, Multimedia Artist and Animator, and Graphic Artist.

AAS: Game Design

Foundations: These are the courses students need in order to progress in their career/college pathway, as they either provide a certificate or lay the groundwork for moving to the next set of courses.

Course	Course Title	Counts Toward Certificate
GAME 1306	Design and Creation of Games	GAD1, GAS1
GAME 1302	Interactive Storyboarding	GAD1, GAS1
ARTC 1453	Computer Illustration	GAD1, GAS1
IMED 1316	Web Design I	GAD1, GAS1
BCIS 1305	Business Computer Applications	GAD1, GAS1
GAME 1404	Level Design	GAS1
ITSE 1431	Introduction to Visual Basic Programming	GAS1
ARTC 2440	Computer Illustration II	GAS1

| IMED 1445 | Interactive Digital Media I | GAS1 |

Knowledge Building: These courses further the students' knowledge in the area of study and increase their preparation for the degree completion.

Course	Course Title	Counts Toward Certificate
GAME 1336	Introduction to 3D Game Modeling	
BMGT 1331	Production and Operations Management	
IMED 2311	Portfolio Development	
BUSG 2309	Small Business Management / Entrepreneurship	
ENGL 1301	English Composition I	

GAD1: Certificate of Completion — Game Designer

Foundations: These are the courses students need in order to progress in their career/college pathway, as they either provide a certificate or lay the foundation for the AAS degree in game design.

Course	Course Title	Counts Toward Certificate
GAME 1306	Design and Creation of Games	GAD1
GAME 1302	Interactive Storyboarding	GAD1
ARTC 1453	Computer Illustration	GAD1
IMED 1316	Web Design I	GAD1
BCIS 1305	Business Computer Applications	GAD1

GAS1: Certificate of Completion — Game Specialist

Foundations: These are the courses students need in order to progress in their career/college pathway. These courses apply to the certificate and lay the foundation for the AAS degree in game design.

Course	Course Title	Counts Toward Certificate
GAME 1306	Design and Creation of Games	GAS1
GAME 1302	Interactive Storyboarding	GAS1
ARTC 1453	Computer Illustration	GAS1
IMED 1316	Web Design I	GAS1
BCIS 1305	Business Computer Applications	GAS1
GAME 1404	Level Design	GAS1

ITSE 1431	Introduction to Visual Basic Programming	GAS1
ARTC 2440	Computer Illustration II	GAS1
IMED 1445	Interactive Digital Media I	GAS1

CAREERS IN GAME DESIGN
My Next Move

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Live Chat

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Contact an advisor/counselor