

Game Development Associate of Applied Science

Degree Type

Associate of Applied Science

Environment

online

Program Length

56 weeks

Overview

The Game Development curriculum is designed to give you the programming skills and theory needed to excel in the world of game development. First, you will learn the details of a game development cycle from preproduction to finished product and begin to create simple games that will help to develop your programming and design skills. Then you will move into more complex and detailed tasks in courses such as Computer Graphics, Computer Architecture, Artificial Intelligence, and Software Engineering. Finally, you will focus these skills on a complete, playable game that you will design, develop, and produce from start to finish. This is part of a complete game development education that will get you ready to face the demands of the professional game world. In addition to learning the game development process, you will have courses focusing on probability, digital logic, and game architecture.

Objective

Associate of Applied Science The goal of the Game Development Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of game development useful in qualifying for entry-level industry positions as game designers, level designers, and game programmers. In addition to a strong foundation in programming and visual scripting, skills developed in this program include the principles of game design and development, as well as the math required to render a realistic game world. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

This program is designed to be paired with the [Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Design](#) degree program. [Apply today](#) to get started.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Code	Title	Credit Hours
MAT1033	Algebra and Coordinate Geometry	4.0
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4.0
MAD1100	Discrete Mathematics	4.0

Month 5

Code	Title	Credit Hours
COP1050	Programming for Interactive Technology I	4.0

Month 6

Code	Title	Credit Hours
COP2050	Programming for Interactive Technology II	4.0

Month 7

Code	Title	Credit Hours
GDN119	Project and Portfolio I: Game Design	3.0
GDN3111	Professional Development Seminar I: Game Design	1.0

Month 8

Code	Title	Credit Hours
UXP2601	User Experience Design	3.0
GEN3322	Probability	4.0

Month 9

Code	Title	Credit Hours
GDN2211	Level Design I	4.0

Month 10

Code	Title	Credit Hours
GDN2123	Systems Design	4.0

Month 11

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3.0

Month 12

Code	Title	Credit Hours
GDN3311	Level Design II	3.0

Month 13

Code	Title	Credit Hours
GDN3251	Game Mechanics I	3.0

Month 14

Code	Title	Credit Hours
GDN338	Project and Portfolio III: Game Design	3.0
GDN3222	Professional Development Seminar II: Game Design	1.0
Total Credit Hours		62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.