Game Design Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
48 weeks
Overview
The Game Design curriculum is comprised of high-level game design and production courses that will take you deep into the game development pipeline. You will develop and expand your project and design skills through hands-on exercises in leadership, team management, game design, and marketing, while learning skills required to advance a career in the game production industry. In addition to strengthening these skills, the Game Design curriculum has foundational courses focusing on professional writing and mythology. This well-rounded education will help you hone leadership, design, and project-management skills in preparation for advancing through the game industry.
Objective
Associate of Applied Science The Game Design Associate of Applied Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in the fast-paced environment of a game studio in an entry-level production role. The curriculum in this program develops your project and team-management abilities, production skills, and game design knowledge. In addition, this program will give you the foundations for successful programming and game development. Upon completion of the Game Design Associate of Applied Science degree program, you will be prepared to qualify for entry-level industry positions in game design, game testing, interactive design, and a variety of other fields in the game and entertainment industries.

Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4.0
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

Code	Title	Credit Hours
GDN1151	Design Tools	4.0
GDN1232	Introduction to Game Design	4.0

Month 5

Code	Title	Credit Hours
GDN1009	Introduction to Programming	3.0

Month 6

Code	Title	Credit Hours
GDN119	Project and Portfolio I: Game Design	3.0

Month 7

Code	Title	Credit Hours
GDN2111	Scripting for Designers I	3.0
GDN2123	Systems Design	4.0
GDN1111	Professional Development Seminar I: Game Design	1.0

Month 8

Month 8

Code	Title	Credit Hours
GDN3232	Building Functional Groups	4.0
GDN2112	Scripting for Designers II	4.0

Month 9

Month 9

Code	Title	Credit Hours
GDN2211	Level Design I	4.0

Month 10

Month 10

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3.0
GDN2222	Professional Development Seminar II: Game Design	1.0

Month 11

Month 11

Code	Title	Credit Hours
GDN3251	Game Mechanics I	3.0
GDN3361	Analytics and Decision-Making	3.0

Month 12

Month 12

Code	Title	Credit Hours
GDN3311	Level Design II	3.0
	Total Credit Hours	**61**

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.

- This program is no longer accepting new enrollments.