Game Design Certificate

Degree Type Certificate Environment campus Program Length 28 weeks Overview

The Game Design undergraduate certificate provides students with a fundamental understanding of the structure and rules of gameplay. The curriculum spans the study of logic, functions, and algorithms. Applying this foundation in reasoning and organization, students will then explore various game design tools and applications to enhance their craft. The study of game design theory, documentation, playtesting, and programming fundamentals in C# is followed by a game project. In this project, students will develop a C# application that showcases their grasp of structure and play. This certificate will prime students to recognize the metrics of popular games and will provide them with a C# programming background for testing their design ideas.

Objective

Certificate's Objective sThe Game Design undergraduate certificate program provides students with foundational knowledge of the workflows used for creating and testing interactive content. Students will gain basic skills in analyzing decision-making in gameplay, using digital tools, and scripting testable algorithms. Upon completion of this certificate program, students will be equipped to enter the game design industry and pursue roles involving the creation and testing of interactive designs.

Month 1

Month 1

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

Month 2

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4.0

Month 3

Month 3

Code	Title	Credit Hours
GDN1151	Design Tools	4.0

Month 4

Month 4

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4.0

Month 5

Month 5

Code	Title	Credit Hours
GDN1009	Introduction to Programming	3.0

Month 6

Month 6

Code	Title	Credit Hours
GDN155	Project I: Game Design	2.0

Month 7

Month 7

Code	Title	Credit Hours
GDN156	Portfolio I: Game Design	1.0
	Total Credit Hours	22

Please Note

• This program is no longer accepting new enrollments.