

# Game Development Associate of Science

## Degree Type

Associate of Science

## Environment

campus

## Program Length

52 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's Objective** The goal of the Game Development Associate of 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 contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media 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

Month 3

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

## Month 4

Month 4

| Code    | Title                | Credit Hours |
|---------|----------------------|--------------|
| MAD1100 | Discrete Mathematics | 4.0          |

## Month 5

Month 5

| Code    | Title                       | Credit Hours |
|---------|-----------------------------|--------------|
| GDN1232 | Introduction to Game Design | 4.0          |

## Month 6

Month 6

| Code    | Title         | Credit Hours |
|---------|---------------|--------------|
| COP1000 | Programming I | 4.0          |

## Month 7

Month 7

| Code    | Title          | Credit Hours |
|---------|----------------|--------------|
| COP2334 | Programming II | 4.0          |

## Month 8

Month 8

| Code    | Title                                           | Credit Hours |
|---------|-------------------------------------------------|--------------|
| GDN119  | Project and Portfolio I: Game Design            | 3.0          |
| GDNC111 | Professional Development Seminar I: Game Design | 1.0          |

## Month 9

Month 9

| <b>Code</b> | <b>Title</b>          | <b>Credit Hours</b> |
|-------------|-----------------------|---------------------|
| ENC1101     | English Composition I | 4.0                 |
| GEN3322     | Probability           | 4.0                 |

## Month 10

Month 10

| <b>Code</b> | <b>Title</b>   | <b>Credit Hours</b> |
|-------------|----------------|---------------------|
| GDN2211     | Level Design I | 4.0                 |

## Month 11

Month 11

| <b>Code</b> | <b>Title</b>                     | <b>Credit Hours</b> |
|-------------|----------------------------------|---------------------|
| GDN2123     | Systems Design                   | 4.0                 |
| PHY1020     | Fundamentals of Physical Science | 4.0                 |

## Month 12

Month 12

| <b>Code</b> | <b>Title</b>                                     | <b>Credit Hours</b> |
|-------------|--------------------------------------------------|---------------------|
| GDN228      | Project and Portfolio II: Game Design            | 3.0                 |
| GDNC222     | Professional Development Seminar II: Game Design | 1.0                 |

## Month 13

Month 13

| <b>Code</b>               | <b>Title</b>                           | <b>Credit Hours</b> |
|---------------------------|----------------------------------------|---------------------|
| GDN338                    | Project and Portfolio III: Game Design | 3.0                 |
| SDV3012                   | Applied Human-Computer Interaction     | 3.0                 |
| <b>Total Credit Hours</b> |                                        | <b>60</b>           |

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.