Game Development Associate of Science

Degree Type
Associate of 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'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

Month 9

Month 9

Code	Title	Credit Hours
ENC1101	English Composition I	4.0
GDN1111	Professional Development Seminar I: Game Design	1.0

Month 10

Month 10

Code	Title	Credit Hours
GDN2211	Level Design I	4.0

Month 11

Month 11

Code	Title	Credit Hours
GEN3322	Probability	4.0
GDN2123	Systems Design	4.0

Month 12

Month 12

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3.0
PHY1020	Fundamentals of Physical Science	4.0

Month 13

Month 13

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3.0

Month 14

Month 14

Code	Title	Credit Hours
GDN338	Project and Portfolio III: Game Design	3.0
GDN2222	Professional Development Seminar II: Game Design	1.0
	Total Credit Hours	**60**