

GAME DESIGN, AS

Program code: GMDN-AS

Location: Manchester

Program Description

The purpose of the Computer Game Design program is to provide students who are interested in a career in this industry comprehensive instruction in all aspects of computer game design and production. The specific program objectives include:

- To provide instruction in all production aspects of game design and production including animation, sound design, game level design, 3D modeling, and computer graphics.
- To connect the media creation aspects of game design with the industry standard game engine tools necessary to produce functioning gameplay.
- To integrate creative thinking and technical skills in the development of original gaming concepts.
- To offer an overview of the games industry including tracking industry trends, preparation of production proposals and budgets, and the development and responsibilities of production teams.

The program is structured to equip students with a sound foundation in technical skills, design concepts, aesthetics, terminology and vocabulary, and to provide an awareness of the application of creative and critical thinking in the use of technical knowledge. A strong emphasis has been placed on the use of the computer as a production and compositing tool.

Learning Outcomes

Upon successful completion of all program requirements, graduates of the Computer Game Design program will:

1. Meet educational standards for entry-level and intermediate level employment in the area of game design and development.
2. Demonstrate an understanding of the production pipeline for game design development (concept, storytelling, character development, level design, programming decisions, network distribution, etc.).
3. Integrate creative/artistic skills (drawing, animation, storytelling, level design, etc.) with the industry standard technology and tools necessary for the development of interactive media.
4. Demonstrate the software skills necessary for game development and for potential employment in the game development field.

In addition, the graduate will complete the comprehensive learning outcomes identified with the General Education Core.

The Game Design A.S. degree is transferable to programs in some of the CT State Universities, and to several colleges and Universities, both national and international. This would include Becker College, Hampshire College, Quinnipiac University, Savannah College of Art and Design (SCAD), The Academy of Art University, Fitchburg State University and others.

Degree Requirements

Code	Title	Credits
General Education Courses		
ENG 1010	Composition	3

MATH 1000 or higher		3-4
GAMD 1009	Introduction to Games	3
Elective SCRX - Scientific Reasoning Course or Elective SCKX - Scientific Knowledge Course		3-4
Elective SBSX - Social / Behavioral Science Course or Elective HISX - Historical Knowledge Course		3
Elective ORAX - Oral Communication Course or Elective WRIX - Written Communication II Course		3
CCS 1001	College and Career Success	3
Program Courses		
GAMD 1013	Drawing for Animation and Games	3
COMM 1604	Video Filmmaking	3
GAMD 2001	World Building	3
GAMD 2020	Visual Storytelling and Sequential Art	3
GAMD 2024	Digital Painting	3
GAMD 2063	Animation Foundations	3
GAMD 2075	2D Game Level Design	3
GAMD 2071	3D Modeling I	3
GAMD 2072	Advanced 3D Concepts	3
GAMD 2176	3D Animation and Rigging	3
GAMD 2167	2D Animation	3
GAMD 2177	3D Game Level Design	3
GAMD 2090	Game Studio Capstone	3
Total Credits		60-62