

# GAME DESIGN, AS

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**Program code:** GMDN-AS

**Location:** Manchester

## Degree Requirements

Code	Title	Credits
<b>General Education Courses</b>		
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
<b>Program Courses</b>		
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
<b>Total Credits</b>		<b>60-62</b>