

JUNIOR GAME DESIGNER - LEVEL II (CERTIFICATE T0875)

Arts Division

Certificate T0875

This multi-level certificate program offers skills needed to compete for a junior level creative career in the computer game industry or to transfer to other institutes for a more advanced study in the field. Students learn the core skills of designing games, planning, prototyping, creating art assets, scripting, integrating it all using standard game engines, testing, and other game development methodologies while also learning to work in close creative collaboration with fellow team members.

Required Courses

Course Prefix	Course Name	Units
	Completion of Junior Game Designer - Level I Coursework	15
PLUS		
	Completion of Junior Game Designer - Level II Coursework	18
Total Units		33

Course Prefix	Course Name	Units
Junior Game Designer - Level I		
ANIM 100	Digital Paint and Ink	3
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 130	Introduction to 3D Modeling	3
ANIM 131	Introduction to Game Design	3
Total Units		15

Course Prefix	Course Name	Units
Junior Game Designer - Level II		
ANIM 132	Intermediate 3D Modeling	3
ANIM 140	Introduction to 3D Animation	3
ANIM 141	Game Level Design	3
ANIM 148	Demo Reel	3
ANIM 151	Game Art Development	3
ANIM 175	Digital Animation	3
Total Units		18

Recommended Elective

Course Prefix	Course Name	Units
ANIM 137A	Work Experience in New Digital Media	1
ANIM 99i	Independent Studies in Animation	2
Total Units		33

Animation & Gaming Website (<http://mtsac.edu/animation/>)

Program Learning Outcomes

Upon successful completion of this program, a student will be able to:

- successfully create a digital portfolio representative of their skills necessary for their chosen career.

Review Student Learning Outcomes (SLOs) (<http://www.mtsac.edu/instruction/outcomes/sloinfo.html>) for this program.