

JUNIOR GAME DESIGNER - INTRODUCTION

Arts Division
Certificate E0439

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
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

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 traditional game representative of their skills necessary for their chosen gaming genre.

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