

JUNIOR GAME DESIGNER - FOUNDATION (CERTIFICATE N0622)

Arts Division

Certificate N0622

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 - Introduction coursework	15
PLUS		
	Completion of Junior Game Designer - Foundation coursework	12
Total Units		27

Course Prefix	Course Name	Units
Junior Game Designer - Introduction		
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 - Foundation		
ANIM 141	Game Level Design	3
ANIM 148	Demo Reel	3
ANIM 151	Team Game Development	3
ANIM 140	Introduction to 3D Animation	3
Total Units		12

Recommended Elective

Course Prefix	Course Name	Units
ANIM 137A	Work Experience in New Digital Media	1

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

Guided Pathways of Study Suggested Course Sequence (<https://www.mtsac.edu/guided-pathways/pathway-results.html?pthwyvar=N0622&desc=Junior+Game+Designer++Foundation%2C+Certificate+N0622>)

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.