GAME DESIGN, CERTIFICATE (1761)

Program Coordinator
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Program Requirements (21 hours)

Game Design is an interdisciplinary certificate including departments from PCAL and OCSE. It is open to all students with an interest in computer game design.

Students who successfully complete the certificate will:

- Work in an interdisciplinary team to design and build a functioning game.
- Demonstrate practical skills in at least one industry-standard programming language.
- Explore at least one industry-standard game design engine.
- Demonstrate the ability to successfully use the elements and principles of design to visually communicate ideas.
- Demonstrate logical thinking, critical thinking skills, and problem-solving.

This 7-course, 21-hour Game Design Certificate includes one introductory course (GAME 200), two foundations-level animation courses (ANIM 210 and ANIM 220), an interactive design course (UX 330), a capstone course (GAME 400) and two restricted electives. For their elective courses, students can either select functional coursework in Computer Science (CS 290 and CS 301) or design and development coursework in Art & Design (UX 340 and GAME 302).

Code	Title	Hours
Required Courses (15 hours)		
GAME 200	The Theory, History, and Practice of Game Design	3
ANIM 210	Introduction to Computer Animation	3
ANIM 220	3D Modeling I: Environment	3
UX 330	User Interface Design	3
GAME 400	Game Design & Development Capstone	3
Select one of the following coding courses (3 - 4 hours)		
CS 290	Computer Science II	3-4
or UX 340	Introduction to Developing and Prototyping for Interactive Design	
Select one course from the following game development courses (3 hours)		
CS 301	Game Programming	3
or GAME 302	Game Design and Development	
Total Hours		**21-22**