

A.A.S. in Game Design

Description of the Game Design Program:

The Associate in Applied Science degree in Game Design will provide students with a strong foundation for future occupations in the entertainment software industry. The course of study in this curriculum will provide students with additional career opportunities in the field of entertainment software publishing. In addition, the program is designed to allow expansion as technology advances or need arises.

For more information, see link below

http://www.hostos.cuny.edu/Hostos/media/Office-of-Academic-Affairs/Academic-Advisement/Game-Design-AAS_1.pdf

Skills:

Artistic talent: Animators and artists should have artistic ability and a good understanding of color, texture, and light. However, they may be able to compensate for artistic shortcomings with better technical skills.

Communication skills: Multimedia artists and animators need to work as part of a complex team and respond well to criticism and feedback.

Computer skills: Many multimedia artists and animators use computer programs or write programming code to do most of their work. Those

with artistic talent, however, may be able to find work that does not require strong computer skills.

Creativity: Artists and animators must be able to think creatively to develop original ideas and make them come to life.

Time-management skills: The hours required by most studio and game design companies are long, particularly when there are tight deadlines. Artists and animators need to be able manage their time when a deadline approaches.

Sample Job Titles:

Some related job titles include: Concept/Storyboard Artist, Game Level Designer, Character Artist, Game Play Designer, Flash Developer, 3D Artist, Character Animator, Graphics/Special Effects Designer, Interface Designer, Texture Artist and Visual Effects Editor, Sound Designer, and Professional Tester.

Employment Outlook:

Employment of multimedia artists and animators is projected to grow 10 percent from 2016 to 2026, faster than the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television.

<https://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm#tab-6>

Career Path:

The median annual wage for multimedia artists and animators with a bachelor's degree was \$65,300 in May 2016.

<http://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm>

Career Coach – Search career information and current local wage data

<https://hostos-cuny.emsicc.com/careers/multimedia-artist-and-animator/about>