For an Associate in Applied Science (A.A.S.) Degree in Game Design

Game Design (A.A.S.)

➢ *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. The program will prepare Hostos graduates for careers in titles such as 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.*

GENERAL REQUIREMENTS — CREDITS

Course	Title	Credits
ENG 110	Expository Writing	3
ENG 111	Literature and Composition	3
Foreign Language†		3-4
MAT 100	Intro to College Mathematics	3
Natural Sciences		4
PSY 101	General Psychology	
OR		
SOC 101	Introduction to Sociology	3
Liberal Arts Electives		3

Total 22-23

MAJOR REQUIREMENTS

Course	Title	Credits
DD 101	Intro to the Digital Toolbox	3
DD 102	Media Design in the Digital Age	3
DD 105	2D Design	3
DD 112	Web Design I	3
GD 101	Introduction to Games	3
GD 102	Beyond Games	3
GD 105	Game Programming I	3
GD 201	Digital Games	3
GD 210	Game Studio	3

Total 27

Major Electives: Choose three courses from the following

Course	Title	Credits
DD 107	Concepts in Animation	3
DD 111	Introduction to Sound Design	3
DD 113	Motion Graphics & Animation Production	3
DD 207	3D Computer Animation I	3
DD 307	3D Computer Animation II	3
GD 205	Game Programming II	3

Total 9

Free Electives 1-2

Total Degree Credits 60

†Spanish, French or Italian