

CUNY PATHWAYS – Game Design (AAS)

REQUIRED COMMON CORE		CREDITS
English Composition		6
ENG 110 & ENG 111		
Mathematical and Quantitative Reasoning		3
MAT 100 OR Higher (except MAT 105)		
Life and Physical Sciences		3
FLEXIBLE COMMON CORE		
Individual and Society		3
PSY 101 OR SOC 101		
Choose from any Flexible Common Core Area		5
Liberal Arts Elective		
MAJOR REQUIREMENTS		
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
LANGUAGE REQUIREMENT (Choose one of the following)		3
Foreign Language		
DD 112	Web Design I	
DD 302	Web Design II	
GD 105	Game Programming I	
GD 205	Game Programming II	
Major Electives: Select three (3) Courses from the following		9
BUS 101	Intro to Business for the Digital Entrepreneur	
DD 113	Motion Graphics and Animation Production	
DD 202	Video Production	

DD 207	3D Computer Animation I	
DD 302	Web Design II	
DD 307	3D Computer Animation II	
DM 106	Introduction to Techniques Recording	
DM 205	Sound Design	
GD 205	Game Programming II	
MAT 215	Modern Programming	
VPA 121	Painting & Drawing I	
Total Credits for Degree		60

[Click here for a list of all Common Core Courses](#)