Eugenio Maria de Hostos Community College of the City University of New York
Academic Advisement, Division of Academic Affairs

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

PATHWAYS - Game Design (A.A.S.)

REQUIRED COMMON CORE   **CREDITS**

English Composition **6**
ENG 110, ENG 111

Mathematical & Quantitative Reasoning
MAT 100 .... Intro to College Mathematics.. 3

Life & Physical Sciences **3**
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110,
ENV 111 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220. ....

FLEXIBLE COMMON CORE

Individual & Society
PSY 101.. General Psychology   **OR**
SOC 101 .... Introduction to Sociology 3

CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA

Liberal Arts Electives................ 3

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 .... Intro to Web Design... 3
GD 101 .... Introduction to Games 3
GD 102 .... Beyond Games.. 3
GD 105 .... Intro to Actionscript Programming 3
GD 201 .... Digital Games 3
GD 210 .... Game Studio 3
Science Lab... 1
Foreign Language 3
Free Electives **2**

Major Electives............................ 9
Choose three courses from the following
DD 107 .... Concepts in Animation 3
DD 111 .... Introduction to Sound Design 3
DD 113 .... Introduction to Motion Graphics 3
DD 207 .... Introduction to Maya 3
DD 307 .... Advanced Maya.. 3
GD 205 .... Game Programming.. 3
Total Credits for Degree 60