# Game Design (A.A.S.)

**CUNY PATHWAYS**

**Student Success Coaching Unit**

**Name:** __________________________

**EMPL ID:** ______________________

**Cohort:** ________________________

---

### Required Common Core

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>English Composition</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENG 110—Expository Writing</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>ENG 111—Literature &amp; Composition</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>Mathematical &amp; Quantitative Reasoning</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAT 100—Introduction to College Mathematics</td>
<td>3</td>
<td>MAT 100</td>
</tr>
<tr>
<td><strong>Life and Physical Sciences</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Natural Science Laboratory</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Flexible Common Core</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Individual &amp; Society</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PSY 101-General Psychology</td>
<td>3</td>
<td>PSY 101</td>
</tr>
<tr>
<td>OR <strong>SOC 101—Introduction to Sociology</strong></td>
<td></td>
<td>OR SOC 101</td>
</tr>
<tr>
<td><strong>Choose from any Flexible Common Core:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Liberal Arts elective</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**All academic credits for developmental courses listed below can be counted as free electives**

---

**Major Courses**

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DD 101</strong>—Intro to the Digital Toolbox</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>DD 102</strong>—Media Design in the Digital Age</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>DD 105</strong>—2D Design</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>DD 112</strong>—Into to Web Design</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>GD 101</strong>—Introduction to Games</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>GD 102</strong>—Beyond Games</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>GD 105</strong>—Intro to Actionscript Program</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

---

**Major Electives: Select three (3) courses**

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DD 107</strong>—Concepts in Animation</td>
<td>9</td>
<td>1.</td>
</tr>
<tr>
<td><strong>DD 111</strong>—Introduction to Sound Design</td>
<td></td>
<td>2.</td>
</tr>
<tr>
<td><strong>DD 113</strong>—Introduction to Motion Graphics</td>
<td></td>
<td>3.</td>
</tr>
<tr>
<td><strong>DD 207</strong>—Introduction to Maya</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>DD 307</strong>—Advanced Maya</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GD 205</strong>—Game Programming</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Total for degree completion: __/60 credits**

**Notes:** ____________________________________________________________

---

**Student Signature:** _____________________________________________

**Date:**

---

**Coach Signature:** _____________________________________________

**Date:**
### Hostos CC Pathways Common Core Approved Courses (30 Credits)

<table>
<thead>
<tr>
<th>Class</th>
<th>Course Title</th>
<th>Co-Requisite</th>
<th>Pre-Requisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD 101</td>
<td>Introduction to the Digital Toolbox</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DD 102</td>
<td>Media Design in the Digital Age</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DD 105</td>
<td>2D Design</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DD 107</td>
<td>Concepts in Animation</td>
<td>VPA 121, DD 101</td>
<td></td>
</tr>
<tr>
<td>DD 111</td>
<td>Introduction to Sound Design</td>
<td>DD 101</td>
<td></td>
</tr>
<tr>
<td>DD 112</td>
<td>Introduction to Web Design</td>
<td>ESL 91/ENG 91</td>
<td></td>
</tr>
<tr>
<td>DD 113</td>
<td>Introduction to Motion Graphics</td>
<td>DD 101, DD 102</td>
<td></td>
</tr>
<tr>
<td>DD 207</td>
<td>Introduction to Maya</td>
<td>DD 101, DD 102, DD 107, DD 205</td>
<td></td>
</tr>
<tr>
<td>DD 307</td>
<td>Advanced Maya</td>
<td>DD 101, DD 102, DD 107, DD 113, DD 205, DD 207</td>
<td></td>
</tr>
<tr>
<td>GD 101</td>
<td>Introduction to Games</td>
<td></td>
<td></td>
</tr>
<tr>
<td>GD 102</td>
<td>Beyond Games</td>
<td>ENG 110</td>
<td></td>
</tr>
<tr>
<td>GD 105</td>
<td>Introduction to Actionscript Programming</td>
<td>DD 101</td>
<td></td>
</tr>
<tr>
<td>GD 201</td>
<td>Digital Games</td>
<td>DD 101, DD 112, GD 101</td>
<td></td>
</tr>
<tr>
<td>GD 205</td>
<td>Game Programming</td>
<td>GD 101, GD 105, DD 112</td>
<td></td>
</tr>
<tr>
<td>GD 210</td>
<td>Game Studio</td>
<td>GD 101, GD 105, DD 112</td>
<td></td>
</tr>
</tbody>
</table>

*Some Common Core courses in STEM fields serve also as major requirements. These courses, labeled STEM variant courses, may be found in these areas of the Common Core: Life and Physical Sciences, Mathematical and Quantitative Reasoning, and Scientific World. A particular STEM variant course may appear in more than one area of the Common Core. When this occurs, students may choose which area of the Common Core they want the course to fulfill. STEM variant courses may be more than three credits. In such cases, these credits will apply to fulfilling the Common Core, all of the course's credits will apply to the major.