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 .... College Mathematics or Higher (except MAT 105) 3
Life & Physical Sciences **4**
BIO 110, BIO 111 (Lab), BIO 140, BIO 141 (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 **3**
PSY 101 .... General Psychology
OR
SOC 101 .... Introduction to Sociology

Foreign Language 4

MAJOR REQUIREMENTS
DD 101 .... Intro to the Digital Toolbox 3
DD 102 .... Media Design in the Digital Age 3
DD 113 .... Motion Graphics **OR**
DD 207 .... 3D Computer Animation I 3
GD 101 .... Introduction to Games 3
GD 102 .... Beyond Games 3
GD 105 .... Game Programming I 3
GD 110 .... Visual Design for Games 3
GD 201 .... Digital Games 3
GD 210 .... Game Studio 4

Code Requirement (Choose one of the following) **3**
CSC 215 .... Modern Programming
DD 112 .... Web Design I
DD 302 .... Web Design II
GD 205 .... Game Programming II

Major Electives: Choose two courses from the following **6**
BUS 101 .... Intro to Business for the Digital Entrepreneur
DD 107 .... Concepts in Animation
DD 108 .... Visual Narrative
DD 111 .... Intro to Sound Design
DD 112 .... Web Design I
DD 202 .... Video Production
DD 302 .... Web Design II
DD 307 .... 3D Computer Animation II
GD 205 .... Game Programming II
GD 298 .... Independent Study I
GD 299 .... Independent Study II
CSC 215 .... Modern Programming
VPA 121 .... Painting & Drawing I
Free Electives (Writing Intensive strongly recommended for on-time Graduation) 3
Total Credits for Degree **60**