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		4
FLEXIBLE COMMON CORE		
Individual and Society		3
PSY 101 **OR** SOC 101		
Foreign Language		4
MAJOR REQUIREMENTS		
DD 101	Intro to the Digital Toolbox	3
DD 102	Media Design in the Digital Age	3
DD 113 **OR** DD 207	Motion Graphics **OR** 3D Computer Animation I	3
GD 101	Introduction to Games	3
GD 102	Beyond Games	3
GD 105	Code for Art & Design	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	Code for Games	
Major Electives: Select two (2) Courses from the following		**6**
BUS 101	Intro to Business for the Digital Entrepreneur	
CSC 215	Modern Programming	
DD 100	Foundational Drawing	

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	Code for Games	
GD 290	Special Topics in Game Art & Design	
GD 298	Independent Study I	
GD 299	Independent Study I	
Free Electives (Writing Intensive strongly recommended for on-time Graduation)		3
Total Credits for Degree		**60**

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