JUNIOR GAME DESIGNER - LEVEL I (CERTIFICATE E0886)

Arts Division
Certificate E0886
This multi-level certificate program offers skills needed to compete for a junior level creative career in the computer game industry, or to transfer to other institutes for a more advanced study in the field. Students learn the core skills of game development methodologies, planning, prototyping, creating art assets, and working with game engines, while also learning to work in creative collaboration with fellow team members.

Required Courses

Course Prefix	Course Name	Units
ANIM 100	Digital Paint and Ink	3
ANIM 108	Principles of Animation	3
ANIM 115	Storyboarding	3
ANIM 130	Introduction to 3D Modeling	3
ANIM 131	Introduction to Game Design	3
Total Units		**15**

Animation & Gaming Website (http://mtsac.edu/animation/)

Program Learning Outcomes
Upon successful completion of this program, a student will be able to:

- successfully create a traditional game representative of their skills necessary for their chosen gaming genre.

Review Student Learning Outcomes (SLOs) (http://www.mtsac.edu/instruction/outcomes/sloinfo.html) for this program.