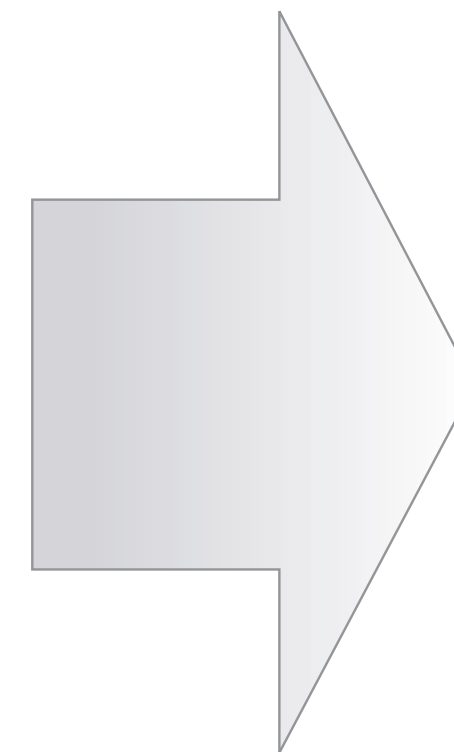
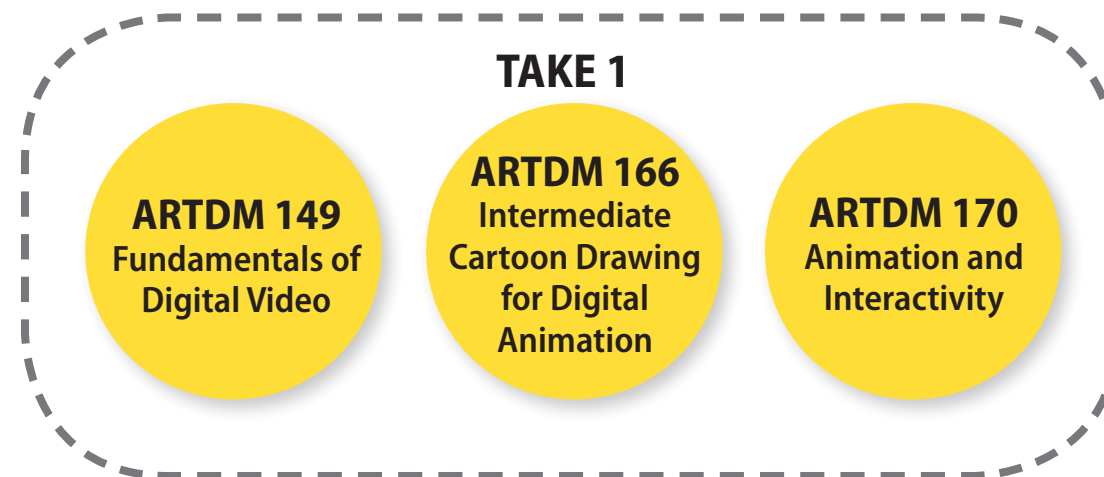
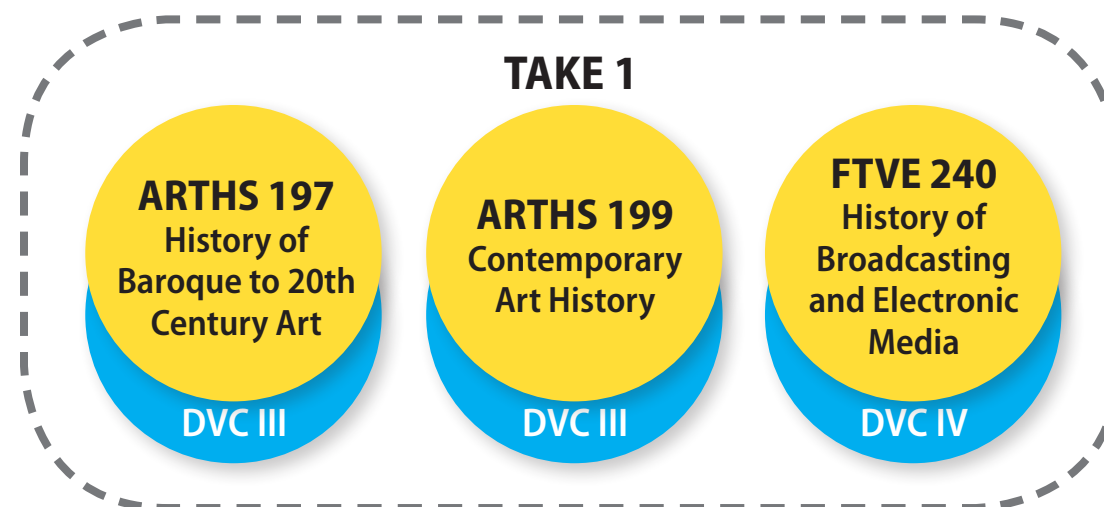
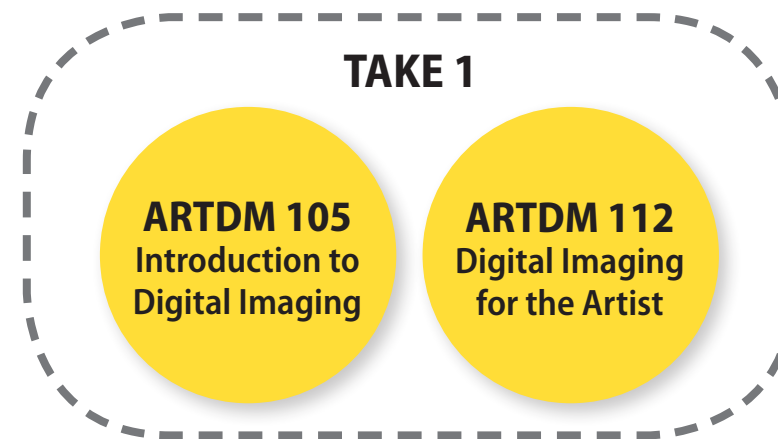
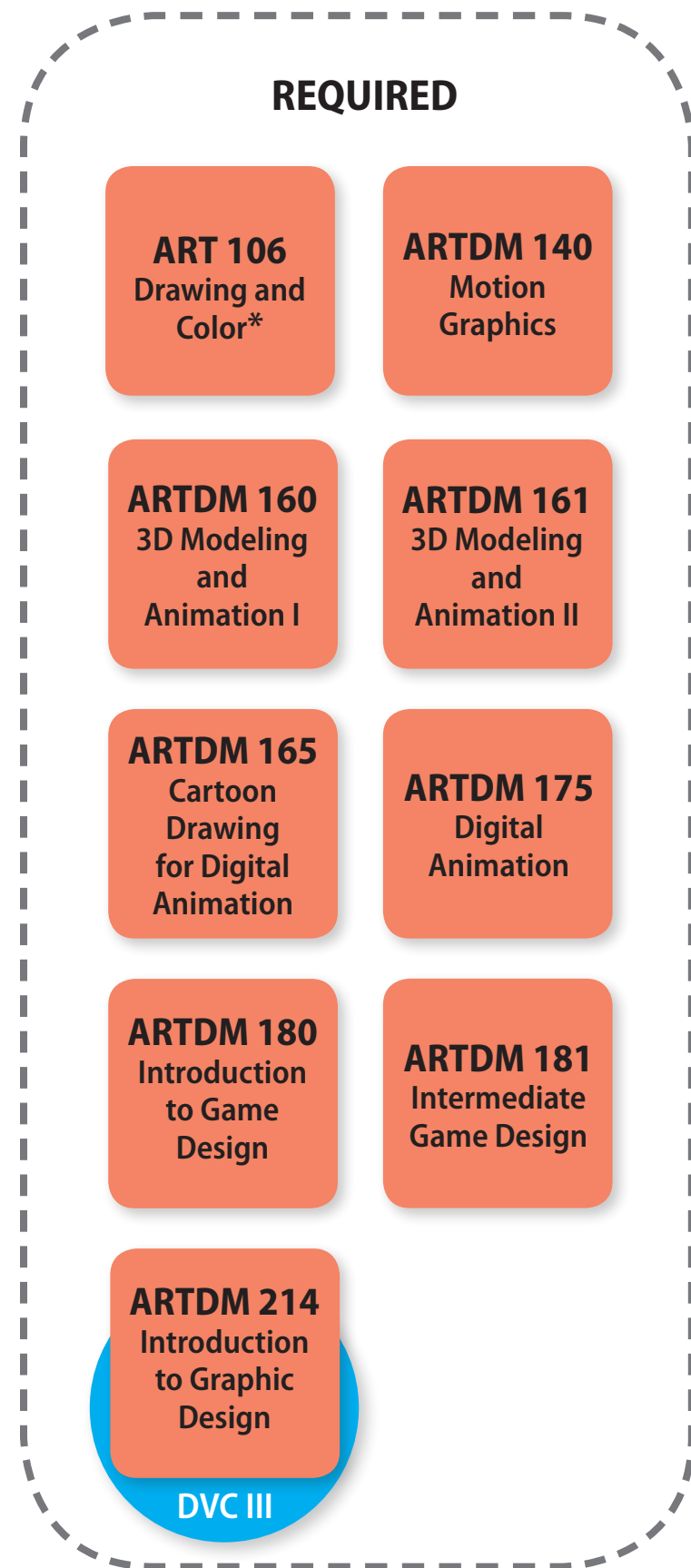
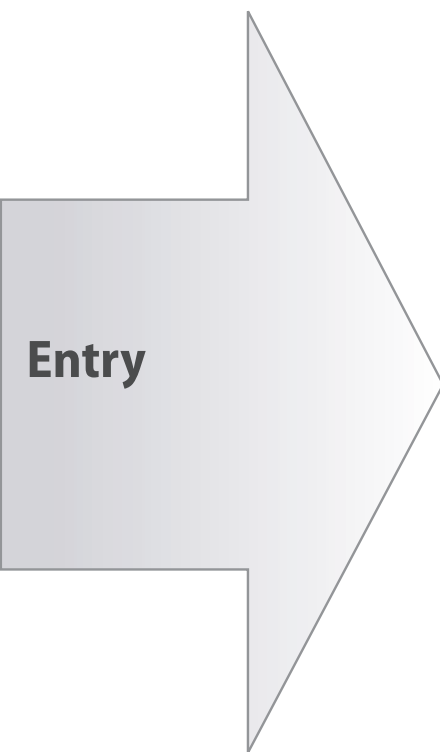


Art Digital Media: Animation and Game Design AA



Careers in

- Website designer
- Animator
- Computer game designer
- Multimedia

PROGRAM LEARNING OUTCOMES

1. Develop technical proficiency using computer hardware and software appropriate to the animation, game design, or 3D design industry.
2. Visually conceptualize in a clear and concise way the artistic direction for a 3D, animation, or game design project.
3. Create appropriate typographic solutions for a variety of design situations.
4. Articulate, analyze and evaluate the meaning in creative projects, including social contexts and ethical choices.
5. Select appropriate tools, materials and processes for a range of media products.
6. Work collaboratively within a creative team.
7. Develop a professional portfolio of work.

■ Required
● Elective
● DVC GE category
 * This course has prerequisites.

You need to see a Counselor for specific recommendations about courses that will best meet your educational goals. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

For information about transferring, see:
<https://www.dvc.edu/enrollment/transfer/index.html>

For information on careers in this field see:
<https://www.dvc.edu/enrollment/career-employment/index.html>