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

2020-2021 Catalog 1-9-2021

ART DIGITAL MEDIA Game Design Certificate of Achievement

Entry

Program Learning Outcomes

Students completing this program will be able to:
1. Develop technical proficiency using computer hardware and software appropriate to the game design or 3D design industry.
2. Visually and verbally conceptualize in a clear and concise way the artistic/technical direction for a game design project.
3. Articulate, analyze, and evaluate the meaning in creative projects, including social contexts and ethical choices.
4. Work collaboratively within a creative team.
5. Develop a professional portfolio of work.

Careers in

- Industries that employ individuals with game design skills include game design companies, game development for the web, or assets for game production.

Required

- ARTDM 105 Introduction to Digital Imaging
- ARTDM 160 3D Modeling and Animation I
- ARTDM 161 3D Modeling and Animation II
- ARTDM 167 Digital Animation
- ARTDM 180 Game Design I
- ARTDM 181 Game Design II

PLUS at least 3 units from

- ARTDM 115 Digital Interface Design
- COMSC 110 Introduction to Programming
- ARTDM 160 3D Modeling and Animation I
- ARTDM 167 Digital Animation
- ARTDM 160 3D Modeling and Animation II
- ARTDM 167 Digital Animation
- DRAMA 122 Basic Principles of Acting

Total Minimum Required Units: 21