



ART DIGITAL MEDIA: GAME DESIGN CERTIFICATE OF ACHIEVEMENT SAMPLE SEQUENCE MAP

This form is designed to be used in partnership with academic counselors. Modifications may be necessary to meet your goals. Seek assistance from an academic counselor each semester to stay on track to completion of major/certificate. There are 3 General Education patterns available. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details

	Courses	Pre- or co-reqs	Credit	GE
Semester 1	ARTDM 105 – introduction to Digital Imaging		3	
	ARTDM 160 – 3D Modeling and Animation I		3	
	Total		6	

	Courses	Pre- or co-reqs	Credit	GE
Semester 2	ARTDM 161 – 3D Modeling and Animation I		3	
	ARTDM 180 – Game Design I		3	
	Total		6	

	Courses	Pre- or co-reqs	Credit	GE
Semester 3	ARTDM-167 Digital Animation		3	
	ARTDM 181 – Game Design II		3	
	Total		6	

	Courses	Pre- or co-reqs	Credit	GE
Semester 4	Certificate Applicable Elective: 3 units from ARTDM 115, COMSC 110, or Drama 122		3	
	Total		3	

Program total: 21