

Students completing the **GAME DESIGN** Certificate or A.S. degree will be well qualified in the game design process, including game design documentation, standard game design techniques and tools for rapid prototyping including both non digital and digital methods. Students will be prepared for transfer to a university game design program or to enter the field as an independent designer, assistant producer, or junior level designer.

Required Courses

GAM-21 History of Video Games (3 units)*

A comprehensive study of the evolution of digital games

GAM-22 Game Design Principles (4 units)

An introduction to the fundamental techniques, concepts, and vocabulary of game design

GAM-23 Digital Game Design (4 units) Prerequisite: GAM-22

Students will apply the principles of game design to create a series of 2D digital games using rapid prototyping methods

GAM/CIS-24 Video Game Prototyping (4 units) Prerequisite: CIS/CSC-5, or CIS/GAM-50

An introduction to the fundamentals of computer game prototyping with an emphasis on scripting

GAM-31 Introduction to 3D Modeling (3 units)

Students will be introduced to the concepts of 3D Modeling in a virtual environment

GAM-35 Introduction to Simulation and Game Development (3 units)

An introduction to the field of simulation and computer gaming

GAM-42 Photoshop for Game Art (3 units)

Introduction to Adobe Photoshop including mastery of digital image editing and techniques for painting custom textures for Game Art and Animation

GAM-44 Portfolio Production (2 units) Prerequisite: GAM-23, 32, 46, 48, 52, or MUC 6

Creative organization and presentation of body of work exhibiting portfolio-quality skill

GAM/CIS-50 Introduction to Game Programming (3 units)

A first course in programming for games stressing fundamental programming principles

GAM-79E Game Studio: Game Design Capstone (4 units) Prerequisite: GAM-23

This is the culminating class in the following areas: game art, game audio, game design and game programming. Students work in interdisciplinary teams to develop and complete an original digital game

*This class transfers towards one or more CSUSB or Cal Poly majors. Visit www.assist.org or the Counseling Office for details.

SUGGESTED SEMESTER SEQUENCE

Fall 1

GAM-35

GAM-50

GAM-22

Spring 1

GAM-23

GAM-21

GAM-42

Fall 2

GAM-24

GAM-31

Spring 2

GAM-44

GAM-79E

For more information regarding certificate program, course sequencing or scheduling:

James Finley, Associate Professor
(951) 739 - 7868 James.Finley@norccollege.edu

Norco College Counseling Department
(951) 372 - 7101

Jobs & Wages

Independent Designer

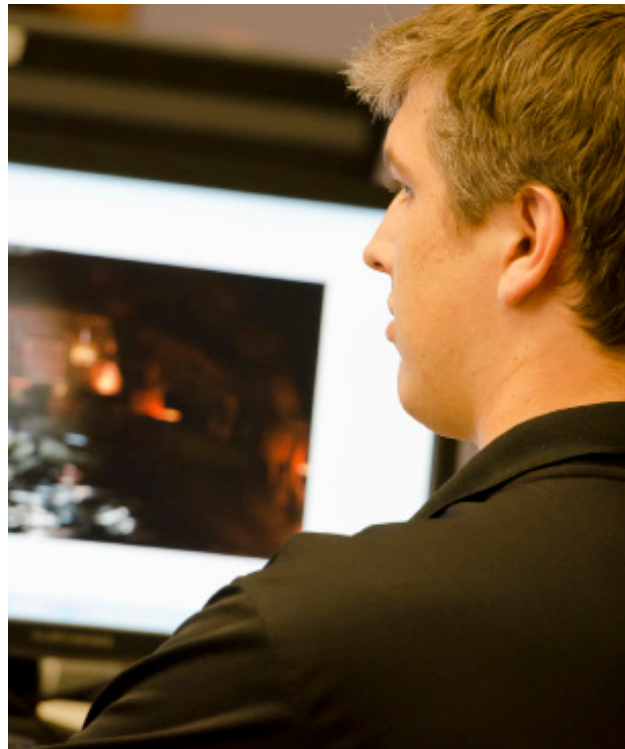
\$21.08 - \$69.73

Assistant Producer

\$19.23 - \$90.00

Junior Level Designer

\$21.08 - \$69.73



tuition
\$1,518

books & supplies
\$476

duration of study
18 MONTHS

total estimated
certificate cost
\$1,994

As of 2015. Subject to change.

† An Associate of Science Degree in Game Design will be awarded upon completion of the required courses (33 units) plus the General Education requirements. Please refer to the Norco College Catalog or visit the Counseling Center.

For more information about our graduation rates, the median debt of students who completed the program, and other important information, please visit our website at: <http://academic.norcollege.edu/gamedev/gamedesign.jsp>

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