GAME DESIGN, DEPARTMENT AWARD (D)

Overview

The Game Design Online Program is comprised of intensive, instructor led, modular courses that are delivered by experienced production professionals who are currently working in these related industries. The program is intended for students who want to "learn anywhere, anytime" to train for entry level employment in Serious Game and Simulation Design.

The program has been designed to afford students the opportunity to develop the necessary foundation skills, master the tools and processes, and nurture their artistry and creative vision. In this project-based curriculum, students undergo standard production experiences that reflect industry needs and current industry trends. The online curriculum design is based upon industry production pipeline workflow, sequenced from fundamentals, through all essentials, to advanced techniques.

Students develop professional skills in pre-production, storytelling, modeling, rigging, texture art, lighting, character animation, special effects, simulation, technical direction, game design, game prototyping, object oriented programming, render management, production management, and portfolio production.

Requirements

Complete all department requirements with a “C” or better or "P" in each course.

Code	Title	Units
Department Requirements		
MAT 116	Interactive Design I	3
MAT 121	Computer Interface Design	3
MAT 131	Digital Imaging I	3
MAT 136	Introduction to 3D Animation	3
MAT 145	Video Game Design	3
Total Units		**15.00**

Recommended Courses

Code	Title	Units
MAT 103	Introduction to Multimedia	3
MAT 137	Visual Effects for Film, Television and Gaming	3
MAT 290	Work Experience In Multimedia	1-4

Learning Outcomes

1. Students will be able to input, create, edit, enhance and composite, a variety of visual media (vector based and bitmaps, 2D and 3D) then optimize and format for output to web, screen or mobile media.
2. Students will be able to plan, design and construct an interactive, user centered interface.
3. Students will be able to create complex models in 3D and apply complex colors and textures to them according to a storyboard.
4. Students will be able to analyze story, design and game play in released games in the market, being able to identify problems in those areas.

Recommended Sequence

Make an appointment with your SBCC academic counselor through Starfish to create a Student Education Plan that reflects a recommended course sequence for this program that is tailored to your individual needs.

How to schedule an Academic Counseling appointment (http://www.sbcc.edu/starfish/howtos/starfish_appt_how_to.pdf).