# 2024-2025 OCCUPATIONAL CERTIFICATE (CERT) AWC ADVISEMENT CHECK SHEET

Sign in to your Self-Service Student Planning account to load the recommended program map and to track your academic progress.

| Video Game Design and Development | | | |
|---|---|---|---|
| **Student Name** | **ID #** | **Advisor** | **Major Code: CERT.GADD** <br> **Credits: 36** |

This program provides graduates with the entry level skills needed for a specialized career in the video game design industry. Students will be familiarized with fundamental concepts of game history, sound design, digital arts, and programming concepts. This certificate also includes the specialized coursework in the following stackable certificates: Beginning Video Game Design, Video Game Art Design, Video Game Software Development, Video Game Sound Engineering, and Video Game Story Development.

| Required Major Courses (36 Credits) | | Cr | Sem | Notes |
|---|---|---|---|---|
| **Beginning Video Game Design** | | | | |
| GME-100 | Introduction to Design and Game History | 3 | | |
| GME-101 | Introduction to Programming Concepts | 3 | | |
| GME-105 | Digital Arts in Video Games | 2 | | |
| GME-110 | Computer Game Development | 3 | | |
| GME-112 | Sound Design | 2 | | |
| GME-224 | Special Project | 3 | | |
| **Video Game Art Design** | | | | |
| GME-130 | Animation and Interactivity | 2 | | |
| GME-132 | Character Animation | 3 | | |
| **Video Game Sound Engineering** | | | | |
| GME-141 | Electronic Music | 2 | | |
| GME-143 | Studio Recording | 2 | | |
| **Video Game Story Development** | | | | |
| GME-170 | Digital Storytelling | 3 | | |
| GME-172 | Introduction to Screenwriting | 3 | | |
| **Video Game Software Development** | | | | |
| GME-120 | Object Oriented Programming Fundamentals **and** | 2 | | |
| GME-122 | Python Programming **OR** GME 124 Java Programming | 3 | | |