
2022-2023 CATALOG ADDENDUM

The contents of this addendum supercede the content specified in the 2022-2023 catalog where noted. Contents of the 2022-2023 catalog not revised in this addendum remain in effect. The unrevised content of the 2022-2023 catalog and the revised content of this addendum are valid for the 2022-2023 academic year.

Page numbers are those of the 2022-2023 Catalog.

Revised 5/5/22

p. 93, new certificates

Beginning Video Game Design

Certificate

Major Code: CERT.GAME

Contact: Career and Technical Education (928) 344-7567

Program Purpose: The purpose of this program is to provide students, interested in video game design and technology, the opportunity to get a certificate to enter the workforce with the skills needed to create and design a video game.

Program Description: Provides graduates with the entry level skills needed for a specialized career in the video game design industry.

A. Required major courses:	16
GME 100 Introduction to Design and Game History	3
GME 101 Introduction to Programming Concepts.	3
GME 105 Introduction to Digital Arts	2
GME 110 Computer Game Design	3
GME 112 Sound Design	2
GME 224 Special Project	3

Total credits required for certificate: 16

Video Game Art Design

Certificate

Major Code: CERT.GAMET

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game art design. Students are familiarized with 2D and 3D animation, as well as, 3D character design. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses:	5
GME 130 Animation and Interactivity	2

GME 132 Character Animation 3

Total credits required for certificate: 5

Video Game Software Development

Certificate

Major Code: CERT.GMEST

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game software development. Students are familiarized with object oriented programming and either Java or Python development language. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses: 5

GME 120 Object Oriented Programming Fundamentals 2

One of the following:

GME 122 Python Programming 3

OR

GME 124 Java Game Programming 3

Total credits required for certificate: 5

Video Game Sound Engineering

Certificate

Major Code: CERT.GMESD

Contact: Career and Technical Education (928) 344-7567

Program Purpose: Create new certificate (stackable) which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in Video Game Sound Engineering. Students are familiarized with studio recording techniques and electronic music composition. This certification expands on the skills learning in the Beginning Video Game Design certificate.

A. Required major courses: 4

GME 141 Electronic Music 2

GME 143 Studio Recording 2

Total credits required for certificate: 4

Video Game Story Development

Certificate

Major Code: CERT.GMESY

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game story development. Students are familiarized with the techniques for creating impactful stories. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses: 6

GME 170 Digital Storytelling 3

GME 172 Game Narrative Development 3

Total credits required for certificate: 6