

**ASSOCIATE IN APPLIED SCIENCE**

# Computer Graphics: Game Design and Development

# GDD.AAS

CODE	COURSE	CREDITS	CODE	COURSE	CREDITS
<b>First Year/First Semester</b>			<b>Second Year/First Semester</b>		
ENG-101	English Composition I	3	ENG-221	Creative Writing	3
CGR-111	Computer Graphic Design I	3	CGR-112	Computer Graphic Design II or	
CGR-104	Elements & Principles of Graphic Design	3	CSC-121	Structured Programming (C++)	3/4
CGR-125	Game Design & Development I	3	CGR-107	Script Writing	3
.....	Diversity General Education Elective	3	CGR-255	Game Design & Development III	3
		<b>15</b>	CGR-241	Computer Animation I or	
			CGR-260	Comic Book Design	3
<b>Second Semester</b>			<b>Second Semester</b>		
ENG-102	English Composition II	3	CGR-242	Computer Animation II or	
CSC-105	Fundamentals of Programming	4	CGR-253	Digital Illustration	3
CGR-115	Digital Storytelling	3	CGR-244	Special Effects	3
CGR-200	Game Design & Development II	3	CGR-256	Game Design & Development Final Project	3
MTH-100	Algebraic Concepts or		.....	Humanities General Education Elective	3
MTH-111	Introduction to Statistics	3/4	.....	Social Science General Education Elective	3
		<b>16/17</b>			<b>15</b>
					<b>61</b>
			<b>Total Minimum Credits</b>		<b>61</b>

**PROGRAM DESCRIPTION**

This program is designed for students interested in creating anything game related; 3D objects, to environments, to entire games themselves. Students will use a variety of design software and learn specific programming techniques involved in creating interactive games.

**PROGRAM GOALS**

- To prepare students to qualify for entry-level employment as a game-play tester, 2D conceptual artist, 3D character builder, 3D object modeler, game designer, game programmer and related occupations.
- To provide students with a General Education foundation.

**PROGRAM STUDENT LEARNING OUTCOMES**

- At the end of the program, the graduate will be able to:
1. Create interactive 2-D and 3-D computer and video games individually and in a group.
  2. Analyze design software, programming languages, modeling and animation skills, level design and game engines used to design and develop video and interactive games.
  3. Analyze and apply market research and business concepts related to video game production and distribution processes.
  4. Synthesize and explain the economic, social and cultural implications of interactive media.

**EMPLOYMENT OPPORTUNITIES**

- Game-play tester
- 2D conceptual artist
- 3D character builder
- 3D object modeler
- Game designer
- Game programmer

**CONTACT PERSONS**

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