

Game Development Specialist

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This program is designed to provide a well-rounded, fundamental and application-oriented education focused on the knowledge of existing and new developments in Digital Game Technology.

Students will be required to develop necessary teamwork skills to fulfill the capstone requirement. With additional training and experience, individuals can increase their potential for advancement.

What will I learn?

The student will acquire knowledge of the basic digital gaming and simulation industries and markets, and programming, graphic arts, animation, and storyboarding skills required to create the games.

What can I do with this course of study?

The skills built within this program can lead not only to jobs in the digital gaming industry, but after work experience in the game industry and completion of a four-year degree in computer science, multimedia animation or art, the student could be qualified for other crossover careers including such career opportunities as Computer Programmer, Computer Systems Analyst, Software Engineer, Multimedia Artist and Animator, and Graphic Artist.

AAS: Game Design

Foundations: These are the courses students need in order to progress in their career/college pathway, as they either provide a certificate or lay the groundwork for moving to the next set of courses.

| Course | Course Title | Counts Toward Certificate |
|-----------|--|---------------------------|
| GAME 1306 | Design and Creation of Games | GAD1, GAS1 |
| GAME 1302 | Interactive Storyboarding | GAD1, GAS1 |
| ARTC 1453 | Computer Illustration | GAD1, GAS1 |
| IMED 1316 | Web Design I | GAD1, GAS1 |
| BCIS 1305 | Business Computer Applications | GAD1, GAS1 |
| GAME 1404 | Level Design | GAS1 |
| ITSE 1431 | Introduction to Visual Basic Programming | GAS1 |
| ARTC 2440 | Computer Illustration II | GAS1 |

Knowledge Building: These courses further the students' knowledge in the area of study and increase their preparation for the degree completion.

| Course | Course Title | Counts Toward Certificate |
|---------------|--|----------------------------------|
| GAME 1336 | Introduction to 3D Game Modeling | |
| BMGT 1331 | Production and Operations Management | |
| IMED 2311 | Portfolio Development | |
| BUSG 2309 | Small Business Management / Entrepreneurship | |
| ENGL 1301 | English Composition I | |

GAD1: Certificate of Completion — Game Designer

Foundations: These are the courses students need in order to progress in their career/college pathway, as they either provide a certificate or lay the foundation for the AAS degree in game design.

| Course | Course Title | Counts Toward Certificate |
|---------------|--------------------------------|----------------------------------|
| GAME 1306 | Design and Creation of Games | GAD1 |
| GAME 1302 | Interactive Storyboarding | GAD1 |
| ARTC 1453 | Computer Illustration | GAD1 |
| IMED 1316 | Web Design I | GAD1 |
| BCIS 1305 | Business Computer Applications | GAD1 |

GAS1: Certificate of Completion — Game Specialist

Foundations: These are the courses students need in order to progress in their career/college pathway. These courses apply to the certificate and lay the foundation for the AAS degree in game design.

| Course | Course Title | Counts Toward Certificate |
|---------------|--------------------------------|----------------------------------|
| GAME 1306 | Design and Creation of Games | GAS1 |
| GAME 1302 | Interactive Storyboarding | GAS1 |
| ARTC 1453 | Computer Illustration | GAS1 |
| IMED 1316 | Web Design I | GAS1 |
| BCIS 1305 | Business Computer Applications | GAS1 |
| GAME 1404 | Level Design | GAS1 |

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|-----------|---|------|
| ITSE 1431 | Introduction to Visual Basic Programming | GAS1 |
| ARTC 2440 | Computer Illustration II | GAS1 |
| IMED 1445 | Interactive Digital Media I | GAS1 |

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