

CA Video Game Design

MART 420	Introduction to 3D Modeling and Animation	3 units
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Video game design is a rapidly growing field, both nationally and in the Bay Area. The Video Game Design certificate trains students in the skills they need to secure an entry-level position as a game designer, level designer, or associate producer in the video game industry. Curriculum was developed in conjunction with veteran game industry designers and reflects the skills currently in demand in the industry.

Career Opportunities

Game designer, game developer, level designer, coder, game artist, technical artist, director, producer, studio owner (indie game developer)

Program Learning Outcomes

Students completing this program will be able to:

1. Communicate design concepts clearly and concisely (i.e. visual, oral, and written).
2. Develop competitive industry standard skills in the respective fields.
3. Understand the elements and principles of design through discipline-specific implementation.

Major: Core and Selective Requirements

Complete Core Courses, 30 units

Units

MART 441	Introduction to Video Game Design	3 units
MART 442	History of Video Games	3 units
MART 443	Game Design Fundamentals	3 units
MART 445	3D Game Scripting	3 units
MART 446	Storytelling with Games	3 units
MART 447	3D Level Design	3 units
MART 450	Collaborative Game Production	3 units
MART 451	Rapid Game Development	3 units
MART 452	Advanced Game Design	3 units
MART 455	Indie Game Development & Entrepreneurship	3 units

Selective Courses, choose a minimum of 3 units from the following:

Units

MART 314	Introduction to Computer Graphics	3 units
MART 366	Color Management and Theory	3 units
MART 376	Introduction to Digital Imaging	3 units

