

DESIGN MEDIA ART – GAME DESIGN & DEVELOPMENT – ASSOCIATE IN SCIENCE DEGREE, CERTIFICATE OF ACHIEVEMENT

TOP Code:

0614.20

Game Design and Development is a field that combines interactive, visual storytelling with complex game mechanics. Certificate recipients will learn entry-level skills in ideation, storyboarding, game design, playtesting, and computer programming with industry-standard game engines. Students will learn project management and collaboration skills. Students will develop a portfolio and participate in a shared incubator course with all Design/Media Arts students.

All courses in this certificate require literacy and proficiency in writing and math. Projects require written, oral, and visual presentations as well as the application of basic math principles and skills.

A Certificate of Achievement is awarded upon completion of all required courses with a grade of C or better.

Program Outcomes

- Develop original game designs using foundational creative processes, principles of game design and game development technologies.
- Identify essential industry competencies and explore applications and learning resources to identify practical approaches to problem-solving.
- Strategize and manage efficient design and production workflows.
- Demonstrate the ability to work in teams effectively.
- Communicate game designs effectively through appropriate verbal, written and visual techniques.

Requirements for the Certificate of Achievement

Code	Title	Units
Semester I		
DMA 004	HISTORY OF DIGITAL GAMES	3
DMA 012	DIGITAL ART: PAINTING & DRAWING	3
DMA 090	GAME DESIGN I	3
Semester II		
DMA 070 or DMA 072	MOTION GRAPHICS 2D ANIMATION	3
DMA 080A or DMA 080B	3D MODELING & SCULPTING 3D ANIMATION & SIMULATIONS	3
DMA 092	GAME DESIGN II: GAME ENGINES	3
Semester III		

DMA 032 or DMA 034	INTERACTION DESIGN USER EXPERIENCE DESIGN (UX)	3
DMA 098	DESIGN/MEDIA ARTS INCUBATOR	3
Total Units		24

Recommended Electives

Code	Title	Units
ANTH 002 or ANTH 002H	CULTURAL ANTHROPOLOGY HONORS CULTURAL ANTHROPOLOGY	3
BUS 116	ENTREPRENEURSHIP	3
COLL 001	FIRST YEAR SEMINAR	3
DMA 002	HISTORY OF DESIGN AND MEDIA ARTS	3
DMA 050	WEB DESIGN & DEVELOPMENT	3
DMA 060	CREATIVE CODING	3
DMA 062	CREATIVE CODING FOR THE INTERNET	3
DMA 064	CREATIVE CODING FOR MOBILE DEVICES	3
PSYC 001 or PSYC 001H	INTRODUCTORY PSYCHOLOGY HONORS INTRODUCTORY PSYCHOLOGY	3
SPCH 001 or SPCH 001H	FUNDAMENTALS OF SPEECH HONORS FUNDAMENTALS OF SPEECH	3
SPCH 010	INTERPERSONAL COMMUNICATION	3

Visit Program Mapper (<https://pasadena-city.programmapper.ws/academics/interest-clusters/569653cf-54a0-404a-870a-73a04dc48267/programs/85e52f1b-1c74-023d-f99e-6e86c6ad7748/>) for a suggested sequence of courses.

General Education Requirements for the Associate in Science Degree

- General Information (<https://curriculum.pasadena.edu/academic-programs-leading-degree-certificate/>)
- PCC Local Gen Ed (<https://curriculum.pasadena.edu/academic-programs-leading-degree-certificate/#pcclocaltext>)
- CSU Breadth (<https://curriculum.pasadena.edu/academic-programs-leading-degree-certificate/#csubreadthtext>)
- IGETC (<https://curriculum.pasadena.edu/academic-programs-leading-degree-certificate/#igetctext>)