

GAME DESIGN - CERTIFICATE OF COMPLETION

Doña Ana Community College 2026-2027 Catalog (30 credits)

NOTE: Students must earn a final grade of C- or better in all required General Education and Technical Requirements and achieve a cumulative grade-point average of at least 2.0. A grade of C- or better is required in ENGL 1110G Composition I and designated Mathematics courses.

Students must complete all University certificate requirements to total at least 30 credits. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
Technical Requirements		
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1535	Introduction to Illustrator	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 1720	3-D Character Design	3
FDMA 2715	Special Effects	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2770	Critical Game Studies	3
FDMA 2775	Game Tools and Techniques	3
FDMA 2785	Level Design Concepts	3
Choose 3 credits from the following:		3
FDMA 2730	Advanced Character Animation	
FDMA 2996	Special Topics	
or Approved Media-Related Elective		
Total Credits		30