

# GAME DESIGN - CERTIFICATE OF COMPLETION

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## (30 credits)

### A Suggested Plan of Study

The contents of this roadmap may vary depending on initial student placement in mathematics and English. This is only a suggested plan of study for students, and is not intended as a contract. Individual student academic plans may vary. Please contact your academic advisor to create a plan that works for you. Course availability may vary from fall to spring semester and may be subject to modification or change.

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.

Semester 1		Credits
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2770	Critical Game Studies	3
<b>Credits</b>		<b>12</b>
Semester 2		
FDMA 1720	3-D Character Design	3
Choose 3 credits from the following:		3
FDMA 2730	Advanced Character Animation	
FDMA 2996	Special Topics	
Approved Media-Related Elective		
FDMA 2785	Level Design Concepts	3
FDMA 2775	Game Tools and Techniques	3
<b>Credits</b>		<b>12</b>
Semester 3		
FDMA 1535	Introduction to Illustrator	3
FDMA 2715	Special Effects	3
<b>Credits</b>		<b>6</b>
<b>Total Credits</b>		<b>30</b>