

GAME DESIGN - CERTIFICATE OF COMPLETION

The Game Design Certificate at NMSU Grants provides students interested in the Video Game Industry a wide foundational skillset in industry standard software so that they may begin the path to a more specific career in the industry. Our courses include training in software such as Unreal Engine 5, Autodesk 3D Studio Max, Blender, and the Adobe suite of software. Our campus boasts the capability for students to gain experience working with studio level workstations and equipment such as Wacom Cintiq Drawing Tablets, Oculus and HTC Vive Virtual Reality kits, and Alienware workstations with modern ray tracing capabilities. Students who complete this certificate will have skillsets in 3D Modeling, Conceptual Game Design, 3D/CG Visual Effects (VFX), Digital Media Design, Programming along with 2 Game Prototypes for their portfolio.

30 credits

Prefix	Title	Credits
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 1535	Introduction to Illustrator	3
FDMA 1720	3-D Character Design	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2715	Special Effects	3
FDMA 2770	Critical Game Studies	3
FDMA 2775	Game Tools and Techniques	3
FDMA 2785	Level Design Concepts	3
Select 3 credits from the following:		3
Any course with a FDMA prefix that is not listed above		
Total Credits		30

A Suggested Plan of Study

This roadmap is only a suggested plan of study in order to complete a Certificate in two semesters. It is not intended as a contract. Course availability may vary from fall to spring semester and may be subject to modification or change. Students are advised to earn a C or better in courses to avoid repeating courses.

First Year

Fall		Credits
FDMA 1535	Introduction to Illustrator	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2770	Critical Game Studies	3
FDMA Elective		3
Credits		15
Spring		
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1720	3-D Character Design	3
FDMA 2775	Game Tools and Techniques	3
FDMA 2715	Special Effects	3
FDMA 2785	Level Design Concepts	3
Credits		15
Total Credits		30

Learning Outcomes

1. Students will create professional level, design documents for game and level design.
2. Students will demonstrate an understanding of 3D Software and PBR based workflows for asset creation.
3. Students will display proficiency in Visual C++/Blueprint scripting for Unreal Engine.
4. Student will create packaged, functional game software.
5. Students will construct and showcase a portfolio of completed work.

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