

GAME DESIGN - CERTIFICATE OF COMPLETION

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		Credits
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