GAME DESIGN AND DEVELOPMENT

Business Division

2019-2020

This associate of applied science degree will provide students with the foundational skills for game design and development.

Career Opportunities

Graduates of this program will be prepared for entry level employment in the following areas:

- Level designer
- Game programmer
- Asset developer
- Independent game developer

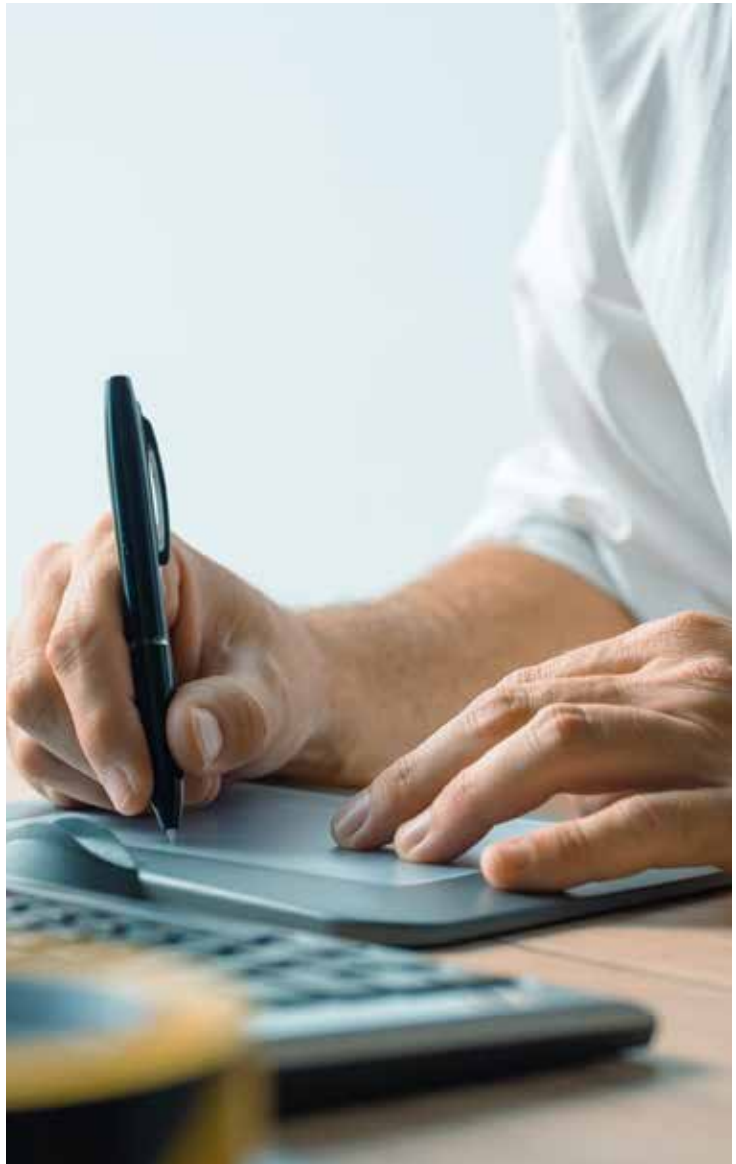|	Credits
Required General Education Courses	**20**
C1 Natural Science Competency	4
C2 MATH 171 (Calculus I)	4
C3 ENGL 151 (Composition I)	3
C4 CIS 130 (Introduction to Computer Information Systems)	3
C5 Human Experience Competency	3
C6 Social Systems Competency	3
Required General Education Courses	**38**
IAS 103 (Information Security Principles)	3
CIS 130 (Introduction to Computer Information Systems)	C4
CIS 150 (Computer Science I)	4
CIS 178 (Design Concepts)	4
CIS 183 (Mobile App Development)	4
CIS 184 (Photoshop Graphics)	3
CIS 189 (3D Animation)	3
CIS 250 (Computer Science II)	4
CIS 267 (Beginning Game Programming)	3
CIS 277 (User Interface Design)	3
CIS 279 (Designing for Digital Environments)	3
CIS 289 (Game Design and Development Capstone)	4

General Electives	**2**
Total Degree Requirements	**60 credits**
Total Degree Cost	**60 minimum billable contact hours**

Main Campus
1555 South Raisinville Road
Monroe, Michigan 48161
734-242-7300 / 1-877-YES-MCCC

Whitman Center
7777 Lewis Avenue
Temperance, Michigan 48182
734-847-0559

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