GAME DEVELOPMENT - ASSOCIATE OF APPLIED SCIENCE

(60 credits)

Students must complete all University degree requirements, which include: General Education requirements and elective credits to total at least 60 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.

<table>
<thead>
<tr>
<th>Prefix</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Core Requirements</td>
<td>Select one course from four of the following six content areas for a total of 12-14 credits</td>
<td>12-14</td>
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This degree requires courses from Areas I, II, III, and IV; students do not need to take additional courses to complete the General Education requirements.

Area I: Communications
- ENGL 111G Rhetoric and Composition

Area II: Mathematics
- MATH 210G Mathematics Appreciation

Area III: Laboratory Sciences
- Any New Mexico General Education Requirements Area III Course with a "G" (4 credits)

Area IV: Social/Behavioral Sciences
- Any New Mexico General Education Requirements Area IV or V Course with a "G" (3 credits)

Area V: Humanities

Area VI: Creative and Fine Arts

General Education Elective
- COMM 253G Public Speaking

or COMM 265G Principles of Human Communication

Core Requirements
- ART 150 Drawing

Technical/Related Requirements
- CMT 145 Image Processing I
- CMT 151 Evolution of Electronic Games
- CMT 155 Selected Topics
- CMT 160 Modeling and Animation
- CMT 180 Design Principles
- CMT 228 Level Design Concepts
- CMT 292 Creative Media Studio
- CMT 295 Professional Portfolio Design and Development

Electives Based on Focus

Arts & Animation
- CMT 150 2D Animation
- CMT 175 3-D Character Design
- CMT 220 Environmental Scene Design
- CMT 229 3D Digital Sculpting
- ENGL 232 Script Development and Storyboarding

Game Design
- CMT 200 Critical Game Studies
- CMT 251 Gaming Platform and Standards
- CMT 252 Game Tools and Techniques
- ENGL 232 Script Development and Storyboarding

Electives (6 credits) - Advisor approved electives (ENGL, MATH, C S, ART, OECS, BMGT, CMT, ARCT, DRFT, MUS, THTR)

Programming
- CMT 251 Gaming Platform and Standards
- CMT 252 Game Tools and Techniques

Electives (12 credits) - Advisor approved electives (ENGL, MATH, C S, ART, OECS, BMGT, CMT, ARCT, DRFT, MUS, THTR)

Total Credits
- 60

1 Each course selected must be from a different area and students cannot take multiple courses in the same area.
2 See the General Education section of the catalog for a full list of courses.
3 Courses are identical to those offered at New Mexico State University Las Cruces (main) Campus.
4 MATH 210G Mathematics Appreciation is required for the degree but students may need to take any prerequisites needed to enter MATH 210G first.