GAME DEVELOPMENT - ASSOCIATE OF APPLIED SCIENCE

Doña Ana Community College
2024-2025 Catalog
(60 credits)

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 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.

Prefix	Title	Credits
Core Requirements		
Select one course from four of the following six content areas for a total of 12-14 credits [1,2]		*12-14*
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 - English Composition Level 1		
ENGL 1110G	Composition I [3]	
Area II: Mathematics		
Any New Mexico General Education Requirements Area II Course with a "G" (3 credits) [2]		
Area III: Laboratory Sciences		
Any New Mexico General Education Requirements Area III Course with a "G" (4 credits) [2]		
Area IV: Social/Behavioral Sciences		
Any New Mexico General Education Requirements Area IV or V Course with a "G" (3 credits) [2]		
General Education Elective - Area I: Communications - Oral Communications		
COMM 1130G	Public Speaking [3]	3
or COMM 1115G	Introduction to Communication	
Core Requirements		
ARTS 1610	Drawing I [3]	3
Technical/Related Requirements		**22**
FDMA 1515	Introduction to Digital Image Editing - Photoshop	
FDMA 1531	Evolution of Electronic Games	
FDMA 1630	Principles of Design	
FDMA 1996	Selected Topics	
FDMA 2530	Introduction to 3D Modeling	
FDMA 2570	Creative Media Studio	
FDMA 2785	Level Design Concepts	
FDMA 2994	Portfolio Design & Development	
Electives Based on Focus		**18**
Arts & Animation		
ENGL 2381	Storyboarding	
FDMA 1710	2D Animation	
FDMA 1720	3-D Character Design	
FDMA 2750	Digital Sculpting	
Electives (6 credits) - Advisor approved electives (ENGL, MATH, C S, ARTS/ARTH, OECS, BMGT, FDMA, ARCH, DRFT, MUSC, THEA)		
Game Design		
ENGL 2381	Storyboarding	
FDMA 2770	Critical Game Studies	
FDMA 2775	Game Tools and Techniques	
Electives (9 credits) - Advisor approved electives (ENGL, MATH, C S, ARTS/ARTH, OECS, BMGT, FDMA, ARCH, DRFT, MUSC, THEA)		
Programming		
FDMA 2775	Game Tools and Techniques	
Electives (15 credits) - Advisor approved electives (ENGL, MATH, C S, OECS, BMGT, FDMA, ARCH, DRFT, MUSC)		
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 (https://catalogs.nmsu.edu/dona-ana/general-education-and-transfer-options/transfer-new-mexico-institutions/) 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 1130G Survey of Mathematics is required for the degree but students may need to take any prerequisites needed to enter MATH 1130G first.