

# GAME DESIGN - CERTIFICATE

## 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
FDMA 1120	Desktop Publishing	
FDMA 2730	Advanced Character Animation	
FDMA 2996	Special Topics	
OECS 140	Introduction to Game Production Industry	
OECS 245	Game Programming I	
OECS 246	Game Programming II	
OR Approved media-related elective		
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.

Course	Title	Credits
<b>First Year</b>		
<b>Fall</b>		
FDMA 1535	Introduction to Illustrator	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2785	Level Design Concepts	3
Approved Media-related elective		3
Credits		15
<b>Spring</b>		
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1720	3-D Character Design	3
FDMA 2770	Critical Game Studies	3
FDMA 2775	Game Tools and Techniques	3
FDMA 2715	Special Effects	3
Credits		15
Total Credits		30