

ASSOCIATE IN APPLIED SCIENCE

**Computer Graphics:
Game Design and Development**

GDD.AAS

FIRST YEAR/FIRST SEMESTER

Course #	Course Name	Credits	Notes
ENG-101	English Composition I	3	Must test into ENG-101 or complete all appropriate prerequisites
CGR-111	Computer Graphic Design I	3	
CGR-104	Elements & Principles of Graphic Design	3	
CGR-125	Game Design & Development I	3	Prerequisite: CGR-111
ELECTIVE	Diversity General Education Elective	3	

FIRST YEAR/SECOND SEMESTER

ENG-102	English Composition II	3	Prerequisite: ENG-101
CSC-111	Introduction to Programming	3	
CGR-115	Digital Storytelling	3	
CGR-200	Game Design & Development II	3	
MTH-111	Introduction to Statistics	3	Must test into College level Math or complete all appropriate prerequisites

SECOND YEAR/FIRST SEMESTER

ENG-221	Creative Writing	3	Prerequisite: ENG-101
CGR-112	Computer Graphic Design II	3	Prerequisite: CGR-111
CGR-107	Script Writing	3	
CGR-255	Game Design & Development III	3	Prerequisite: CGR-200
CGR-241 or CGR-260	Computer Animation I Comic Book Design	3	Prerequisite CGR-241 and CGR-260: CRG-111

SECOND YEAR/SECOND SEMESTER

CGR-242 or CGR-253	Computer Animation II Digital Illustration	3	Prerequisite CGR-242 and CGR-253: CGR-241 and CGR-111
CGR-244	Special Effects	3	Prerequisite: CGR-112
CGR-256	Game Design & Development Final Project	3	Prerequisites: CGR-125, CGR-200 and CGR-255
ELECTIVE	Humanities General Education Elective	3	
ELECTIVE	Social Science General Education Elective	3	

TOTAL CREDITS 60

PROGRAM DESCRIPTION

This program is designed for students interested in creating anything game related; 3D objects, to environments, to entire games themselves. Students will use a variety of design software and learn specific programming techniques involved in creating interactive games.

PROGRAM STUDENT LEARNING OUTCOMES

At the end of the program, the graduate will be able to:

1. Create interactive 2D and 3D computer and video games individually and in a group.
2. Analyze design software, programming languages, modeling and animation skills, level design and game engines used to design and develop video and interactive games.
3. Analyze and apply market research and business concepts related to video game production and distribution processes.
4. Synthesize and explain the economic, social and cultural implications of interactive media.

CONTACT PERSONS

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