The A.A.S. degree program in Game Design helps to prepare graduates for careers in the video game software industry, a relatively new and rapidly expanding industry. The New York City / northern New Jersey metro region is one of the ten largest in the country for video game design and development. Game Design is a highly interdisciplinary field drawing from a number of diverse areas such as art, writing, sound design, sociology, anthropology, computer technology, and programming.

The computer is the primary tool of expression in the program; however, emphasis is placed on the development of creative thinking as well as art and design skills. Students should expect to use and develop skills with scripting tools to program interactive functionality. Most coursework takes place in a studio using regularly updated professional-quality hardware and software on both Macintosh and PC computer platforms.

The Game Design program prepares graduates for positions as game designers, level designers, interface designers, producers, production assistants, and game artists. Typical employers include game design firms, entertainment software companies, educational resource development companies, interactive design companies, game development companies and research, government, and military organizations.

Successful graduates of the program will be able to:
• understand the historical development of game play;
• apply the design process to the research and development of professional video game concepts;
• apply narrative structures in the design of video games and levels;
• describe and reference industry trends and technologies in video gaming;
• design meaningful video game experiences and game mechanics appropriate to context;
• create diagrams, storyboards, and prototypes to specify game design concepts;
• develop games with level editing and scripting tools within industry standard game engines;
• understand basic programming concepts and apply scripting languages to create interaction in game environments;
• create 2D and 3D game art assets from game concepts, utilizing professional 2D digital imaging and 3D modeling and animation software;
• work effectively on interdisciplinary teams producing functioning games and levels.

The Game Design program may be pursued full-time or part-time. Some courses may be offered only during the evening.