Game Design

Associate in Applied Science Degree (A.A.S.)

Liberal Arts Division
609.570.3378 admiss@mccc.edu

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.

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

PROGRAM OUTCOMES

- 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.

SEE ALSO:

DEGREE CURRICULUM

2024-2025 Academic Year
GAME.DESIGN.AAS
CIP 360113

The course sequence below represents a recommended example of how this degree program can be completed in two years, presuming a Fall Term start and satisfaction of all Developmental Studies (foundation courses) requirements and prerequisites. Actual approaches toward completion depend on each student's anticipated transfer institution, career objectives, or other individual circumstances.

Students are encouraged to meet regularly with an academic advisor or Success Coach to consider options, establish plans, and monitor progress.

Code	Course (lecture/lab hours)	Credits	To Do This Semester
FIRST SEMESTER			
ART 102	Basic Drawing (1/4)	3	✓ Meet with your faculty advisor to complete an academic plan. Make sure you are aware of any course prerequisites you may need to take, and how long it will take to complete your degree.
ART 105	Two-Dimensional Design (1/4)	3	
DMA 115	Vector Drawing (1/4)	3	
ENG 101	English Composition I (3/0)	3	
GAM 120	Game Design Theory and Culture (1/4)	3	✓ Use your online tools: Check your MercerMail daily, utilize features of Office 365, and get to know Student Planning. ✓ Take advantage of Learning Centers or Online Tutoring to support your studies and assignments.

SECOND SEMESTER

DMA 120	3-D Modeling I (1/4)	3
DMA 135	Digital Narrative (1/4)	3
ENG 102	English Composition II (3/0)	3
GAM 140	Game Design I (1/4)	3
— —	Career elective	3

- Select from ADV 220; ART 104, 106; CMN 101, 102, 144, 146, 147, 153, 253; DMA 110, 210, 225, 226; ENG 215.

✓ Transitioning to college can be challenging. Meet with your Success Coach for guidance and support.

✓ Apply for financial aid by May 1.

✓ Contact professors with questions and use their office hours to develop a connection. Talk with them to get the inside scoop on how your profession works.

✓ Be sure to visit the Career Services office to explore jobs, internships, and career information and get help with your resume and other career tools.

✓ Apply for Continuing Student scholarships at www.mccc.edu/m-scholarships.

THIRD SEMESTER

GAM 145	Game Programming I (2/2)	3
GAM 240	Game Design II (1/4)	3
DMA —	Animation elective (1/4)	3

- Select from DMA 225 or 226.

MAT —	Mathematics elective	3

- MAT 120 or 125 recommended. Select in consultation with an academic advisor.

✓ Keep in contact with each professor and your faculty advisor. Make sure you are on track to graduate on time.

✓ Work with Career Services to formulate plans for after you've earned this degree.

✓ Develop team and leadership skills by getting involved in activities and clubs.

— —	Career elective	3	

- Select from ADV 220; ART 104, 106; CMN 101, 102, 144, 146, 147, 153, 253; DMA 110, 210, 225, 226; ENG 215.

✓ Manage your stress! Take advantage of the MCCC pool, Fitness Center, free yoga and Zumba. Reach out for counseling or other support if you need it. Your Success Coach can connect you with resources.

FOURTH SEMESTER

ART 125	Topics in Contemporary Art (3/0)	3	✓ Get ready to start your career! Begin the job application process.
CMN 112	Public Speaking (3/0)	3	
GAM 260	Game Development (1/4)	3	✓ Discuss your career plans with your faculty advisor. S/he can help you transition successfully.
— —	Lab Science general education elective	3	

- Select in consultation with an academic advisor.

— —	General Education elective	3	

- Select course from the following general education categories: Social Science, Humanities, Historical Perspective, Diversity and Global Perspective.

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NOTE: Students must maintain a minimum grade of C in all GAM and DMA courses.