

GAME ANIMATION AND DESIGN, A.A.S.

The **Game Animation and Design degree** prepares students to create animations, design and develop video games, and incorporate art assets using game industry tools.

For more information about Computer and Information Science, please visit the program page (<http://www.cod.edu/cis/>).

Degree Requirements

Field of Study Code: CIS.AAS.GAMEA

Code	Title	Credits
Program Requirements		
CIS 1199	Introduction to Game Industry	3
CIS 1200	Game Design	3
CIS 1201	Advanced Game Design	3
CIS 1211	2D Game Development	3
CIS 1212	Game Asset Creation Ad File Optimization	3
CIS 1400	Programming Logic and Technique	4
CIS 2212	3D Game Development	4
CIS/MPTV 2332	Game Animation	3
CIS 2290	Game Development Capstone Project	4
MPTV 1311	Introduction to Animation	3
MPTV 1313	History of Animation	3
MPTV 1320	Experimental Animation	3
MPTV 1324	Motion Graphics and Special Effects I	3
MPTV 2331	3-D Animation I	3
ART 1101	Drawing I	3
PHYSI 1100	Physics	4
ENGLI 1101 or ENGLI 1105	English Composition I Workplace Writing	3
Select one of the following:		3
SPEEC 1100	Fundamentals of Speech Communication	
SPEEC 1120	Small-Group Communication	
SPEEC 1150	Introduction to Business Communication	
General Education		
Select one course from each category:		6
Social and Behavioral Sciences		
Mathematics (1000 level or above)		
Total Credits		64

General Education Requirements

For general education requirements for the A.A.S. degree, please visit the A.A.S. degree catalog page (<https://catalog.cod.edu/associate-degree-programs/associate-applied-science-degree/>).