

GAME DESIGN AND DEVELOPMENT, A.A.S.

The **Game Design and Development degree** prepares students to design and develop video games through application of game design elements and development tools used in the game industry.

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.GAMED

| 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 and File Optimization | 3 |
| CIS 1400 | Programming Logic and Technique | 4 |
| CIS 2211 | 2D Game Scripting | 3 |
| CIS 2212 | 3D Game Development | 4 |
| CIS 2541 | C++ Language Programming | 4 |
| CIS 2770 | Introduction to System Analysis & Design | 3 |
| CIS 2290 | Game Development Capstone Project | 4 |
| PHYSI 1100 | Physics | 4 |
| ART 1101 | Drawing I | 3 |
| ENGLI 1101 | English Composition I | 3 |
| or ENGLI 1105 | Workplace Writing | |
| Select one of the following: | | 3 |
| SPEEC 1100 | Fundamentals of Speech Communication | |
| SPEEC 1120 | Small-Group Communication | |
| SPEEC 1150 | Introduction to Business Communication | |
| Electives | | |
| Select eight credits from any 1000- or 2000- level courses ¹ | | 8 |
| General Education | | |
| Select one course from each category: | | 6 |
| Social and Behavioral Sciences | | |
| Mathematics (1000 level or above) | | |
| Total Credits | | 64 |

¹ In addition to the courses listed above.

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/>).