VIDEO GAME DESIGN (24 Credits)

Guided Pathway: Video Game Design C.C.C. (FULL TIME).

For more information, visit www.fgc.edu and your academic advisor.

Meta-major: **Arts, Humanities, Communication, and Design**

The *Video Game Design C.C.C. (CGAC)* degree is a collegiate degree program consisting of lower-division courses designed for students who are interested in working in the game development industry. Students will learn the basic process of creating a video game from beginning to end. This includes, brainstorming an idea, designing game play, writing a game design document, and creating animations and digital art. They will also be given the opportunity to create a small original game.

After completing this program, students will have a strong knowledge of the skills and equipment needed to develop modern video and computer games, enabling them to make an informed choice about their future education and career path.

Note: Digital Media courses that are only offered in the fall semester are designated as "fall only." Digital Media courses that are only offered in the spring semester are designated as "spring only."

FULL-TIME

PATHWAY

SEMESTER BY SEMESTER MAP FOR FULL-TIME STUDENTS

SEMESTER 1	ACTION ITEMS
DIG 2300C — Intro to 2D Animation *("C" or better) (fall only)* **GRA 2151C** — Computer Illustration with Illustrator *("C" or better) (fall only)* **DIG 2040C** — History of Video Games *("C" or better) (fall only)* **DIG 1711C** — Game Design and Gameplay *("C" or better) (fall only)*	• Meet with your advisor to confirm academic and career goals by the end of the semester. • **REQUIRED:** Complete the *Computer Competency* **course** within Canvas. • Meet with a career advisor/coach to research your career options with a certificate in Video Game Design. • Begin applying for Financial Aid and Scholarships o You can start the FAFSA in October for the next academic year. *(i.e., in October 2024, you can complete the FAFSA for if you plan to register for classes at a college or university Fall 2025)*

TOTAL SEMESTER CREDIT HOURS: 12

SEMESTER 2	ACTION ITEMS

DIG 2302C — 3D Modeling and Animation 1 *("C" or better) (spring only)*
 DIG 2109C — Digital Imaging with Photoshop *("C" or better) (spring only)*
 DIG 2430C — 2D Animation and Storytelling *("C" or better) (spring only)*
 DIG 1710C — Introduction to Game Production *("C" or better) (spring only)*
	• After reviewing your final program of study, apply for Graduation.
	     o Meet with your advisor to apply for graduation for your degree.
	     o Sign up for commencement.
	 • Congratulations, graduate!

TOTAL SEMESTER CREDIT HOURS: 12

CGAC DEGREE MINIMUM: 24 SEMESTER CREDIT HOURS | PATHWAY TOTAL: 24 CREDIT HOURS

[i] Degree plans may change in later catalogs. You may use this pathway if you entered the college on or before this date.
[ii] Students must earn at least 25% of the credit hours (15 hours) required for graduation through instruction by FGC to award the degree.
[iii] This is not an official degree plan. For official degree requirements, click here.
[iv] You must earn a grade of "C" or better in all Gordon Rule classes.

VIDEO GAME DESIGN (24 Credits)

Guided Pathway: Video Game Design C.C.C. (PART TIME).

For more information, visit www.fgc.edu and your academic advisor.

Meta-major: **Arts, Humanities, Communication, and Design**

The *Video Game Design C.C.C. (CGAC)* degree is a collegiate degree program consisting of lower-division courses designed for students who are interested in working in the game development industry. Students will learn the basic process of creating a video game from beginning to end. This includes, brainstorming an idea, designing game play, writing a game design document, and creating animations and digital art. They will also be given the opportunity to create a small original game.

After completing this program, students will have a strong knowledge of the skills and equipment needed to develop modern video and computer games, enabling them to make an informed choice about their future education and career path.

Note: Digital Media courses that are only offered in the fall semester are designated as "fall only." Digital Media courses that are only offered in the spring semester are designated as "spring only."

PART-TIME

PATHWAY

SEMESTER BY SEMESTER MAP FOR PART-TIME STUDENTS

SEMESTER 1	ACTION ITEMS
DIG 2040C — History of Video Games *("C" or better) (fall only)* **DIG 1711C** — Game Design and Gameplay *("C" or better) (fall only)*	• Meet with your advisor to confirm academic and career goals by the end of the semester. • **REQUIRED:** Complete the *Computer Competency* **course** within Canvas. • Meet with a career advisor/coach to research your career options with a certificate in Video Game Design. • Begin applying for Financial Aid and Scholarships ○ You can start the FAFSA in October for the next academic year. *(i.e., in October 2024, you can complete the FAFSA for if you plan to register for classes at a college or university Fall 2025)*
TOTAL SEMESTER CREDIT HOURS: 6	
SEMESTER 2	ACTION ITEMS
DIG 2302C — 3D Modeling and Animation 1 *("C" or better) (spring only)* **DIG 2109C** — Digital Imaging with Photoshop *("C" or better) (spring only)*	• Meet with your advisor to confirm or update your academic/career pathway and program of study.
TOTAL SEMESTER CREDIT HOURS: 6	
SEMESTER 3	ACTION ITEMS
DIG 2300C — Intro to 2D Animation *("C" or better) (fall only)* **GRA 2151C** — Computer Illustration with Illustrator *("C" or better) (fall only)*	• Meet with your advisor to confirm or update your academic/career pathway and program of study. • Begin applying for Financial Aid and Scholarships ○ You can start the FAFSA in October for the next academic year. *(i.e., in October 2024, you can complete the FAFSA for if you plan to register for classes at a college or university Fall 2025)*
TOTAL SEMESTER CREDIT HOURS: 6	
SEMESTER 4	ACTION ITEMS

DIG 2430C — 2D Animation and Storytelling *("C" or better) (spring only)*
 	
DIG 1710C — Introduction to Game Production *("C" or better) (spring only)*
	• After reviewing your final program of study, apply for Graduation.
	     ○ Meet with your advisor to apply for graduation for your degree.
	     ○ Sign up for commencement.
	• Congratulations, graduate!

TOTAL SEMESTER CREDIT HOURS: 6	

CGAC DEGREE MINIMUM: 24 SEMESTER CREDIT HOURS|PATHWAY TOTAL: 24 CREDIT HOURS