# GAME DESIGN AND DEVELOPMENT, ASSOCIATE IN APPLIED SCIENCE



College(s): KK

Program Code: 0435

The Associate of Applied Science in Game Design and Development is designed to provide entry-level employment training, support the pursuance of advancement opportunities, and provide entrepreneurial training for those seeking to enter the gaming industry. Game design, development, testing, research, production, and business development are all skills that the program addresses. Additionally, the Game Design and Development program will provide future transfer opportunities to local universities offering baccalaureate level Game Design and Development programs.

# **Program Requirements**

Code	Title	Hours	
General Education Coursework			
ENGLISH 101	Composition	3	
MATH 118	General Education Math (or higher)	4	
SPEECH 101	Fundamentals Of Speech Communication	3	
Fine Arts or Hum	anities course (HD)	3	
PSYCH 201	General Psychology	3	
Required Program Core			
ART 161	Freehand Drawing	3	
COM DSGN 101	Introduction to Communication Design	3	
COM DSGN 213	Motion Graphics II	3	
GAME 105	Game Design I	3	
GAME 106	Game Development and Society	3	
GAME 109	Creating the Art of the Game I	3	
GAME 153	Game Design II	3	

Total Hours		61
GAME 299	Game Studio	3
GAME 260	Game Producing and Management II	3
GAME 259	Business of Games	3
GAME 254	Game Programming	3
GAME 253	Game Design III	3
GAME 241	Gamification	3
GAME 209	Creating the Art of the Game II	3
GAME 160	Game Producing and Management I	3

At least one course must meet the Human Diversity (HD) requirement.

### Pathway

This is an **example course sequence** for students interested in earning a degree in Game Design and Development. It does not represent a contract, nor does it guarantee course availability. If the pathway is followed as outlined, you will earn an Associate in Applied Science degree in Game Design and Development. One course will satisfy the Human Diversity (HD) requirement, and is labeled with an (HD) in the sequence below.

## Semester-by-Semester Program Plan for Full-Time Students

All plans can be modified to fit the needs of part-time students by adding more semesters.

Semester 1		Hours
ART 161	Freehand Drawing	3
COM DSGN 101	Introduction to Communication Design	3
GAME 105	Game Design I	3
GAME 106	Game Development and Society	3
ENGLISH 101	Composition <sup>1</sup>	3
	Hours	15

Hours Business of Games Game Producing and Management II Game Studio General Psychology <sup>1</sup> Course (HD) <sup>1</sup> Hours	15 3 3 3 3 3 3 15
Business of Games Game Producing and Management II Game Studio General Psychology <sup>1</sup>	3 3 3 3
Business of Games Game Producing and Management II Game Studio	3 3 3
Business of Games Game Producing and Management II	3
Business of Games	3
Hours	15
Hours	15
Game Programming	3
Game Design III	3
Gamification	3
Creating the Art of the Game II	3
Fundamentals Of Speech Communication <sup>1</sup>	3
Hours	16
General Education Math <sup>1</sup>	4
Motion Graphics II	3
Game Producing and Management I	3
Game Design II	3
Creating the Art of the Game I	3
	Game Design II Game Producing and Management I Motion Graphics II General Education Math <sup>1</sup> Hours Fundamentals Of Speech Communication <sup>1</sup> Creating the Art of the Game II Gamification Game Design III

<sup>1</sup> General Education course

Choose your courses with your College Advisor.

# Careers

This program can prepare students for the jobs listed below. Click on each one to learn more, including average earnings, annual job openings, and how much education people in that field have. For additional guidance and resources on career options, current City Colleges students and alumni can contact the Career Services Office (https://www.ccc.edu/ departments/Pages/Career-Services.aspx).

# **Special Effects Artists and Animators** Job Description

Create special effects or animations using film, video, computers, or other electronic tools and media for use in products, such as computer games, movies, music videos, and commercials.

# **Salary Based on Experience Level**

Take a look at the average hourly/annual earnings for this career in Cook County

Lightcast earnings figures are based on OES data from the BLS and include base rate, cost of living allowances, guaranteed pay, hazardousduty pay, incentive pay (including commissions and bonuses), on-call pay, and tips.

#### Annual Wages

Entry-Level 10 <sup>th</sup> Percentile	\$45,192
Median 50 <sup>th</sup> Percentile	\$64,176
Senior-Level 90 <sup>th</sup> Percentile	\$129,308

#### **Hourly Wages**

Entry-Level 10 <sup>th</sup> Percentile	\$22
Median 50 <sup>th</sup> Percentile	\$31
Senior-Level 90 <sup>th</sup> Percentile	\$62

## **Annual Job Openings**

89 annual openings in Cook County

## **National Education Attainment**

Here, you can see the level of education that people in this career complete.

Degree Program	% of Jobs
A high school diploma or less	5.53%
A certificate	0.00%
Some college	39.68%
An Associate degree	1.70%
A Bachelor's degree	52.75%
A Master's or Professional degree	0.34%
A Doctoral degree or more	0.00%

53.09% continue their education beyond an associate degree