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

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 [1] | 3 |
| | **Hours** | **15** |

**Semester 2**

| | | |
|---|---|---|
| GAME 109 | Creating the Art of the Game I | 3 |
| GAME 153 | Game Design II | 3 |
| GAME 160 | Game Producing and Management I | 3 |
| COM DSGN 213 | Motion Graphics II | 3 |
| MATH 118 | General Education Math [1] | 4 |
| | **Hours** | **16** |

**Semester 3**

| | | |
|---|---|---|
| SPEECH 101 | Fundamentals of Speech Communication [1] | 3 |
| GAME 209 | Creating the Art of the Game II | 3 |
| GAME 241 | Gamification | 3 |
| GAME 253 | Game Design III | 3 |
| GAME 254 | Game Programming | 3 |
| | **Hours** | **15** |

**Semester 4**

| | | |
|---|---|---|
| GAME 259 | Business of Games | 3 |
| GAME 260 | Game Producing and Management II | 3 |
| GAME 299 | Game Studio | 3 |
| PSYCH 201 | General Psychology [1] | 3 |
| Fine Arts or Humanities Course (HD) [1] | | 3 |
| | **Hours** | **15** |
| | **Total Hours** | **61** |

[1] 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, hazardous-duty pay, incentive pay (including commissions and bonuses), on-call pay, and tips.

### Annual Wages

| | |
|---|---|
| **Entry-Level 10th Percentile** | $45,192 |
| **Median 50th Percentile** | $64,176 |
| **Senior-Level 90th Percentile** | $129,308 |

### Hourly Wages

| | |
|---|---|
| **Entry-Level 10th Percentile** | $22 |
| **Median 50th Percentile** | $31 |
| **Senior-Level 90th 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