

**ARTS, DIGITAL MEDIA & COMMUNICATIONS**

Program Description: The Game Design program was developed and is taught by seasoned game industry veterans who have vast experience, skills, leadership, and inside-track know-how in game design, development and publishing. Learn the multidisciplinary skills and processes needed to cultivate a game from inception to execution to distribution to the gamer's hands.

The skills and principles taught include level design; scripting/programming; game elements and principles; game documentation; foundation in programming, art, animation and audio; teamwork and communication, and more. In the 2nd year students work in teams with other disciplines to create games for various platforms. To make sure courses are taken in the required prerequisite course order, please contact the department for advising: 512-223-4864 or 512-223-4830.

Contact:

Gary Gaber

Department Chair

ggaber@austincc.edu

512-223-4803

Colin Blankenship

Game Development Specialist

cblanken@austincc.edu

512-223-4864

Department Website:

sites.austincc.edu/cdt/

Use this **Program Map** to choose courses with your college advisor and track your progress towards milestones and completion of program.

Pre-Degree Requirements		
Program Specific	Reading and Writing Placement <i>Placements based on TSI</i>	Mathematics Placement <i>Placements based on TSI</i>
	<input type="checkbox"/> Basic Developmental Courses <input type="checkbox"/> ESOL Courses <input type="checkbox"/> INRW Courses	<input type="checkbox"/> NCBM and MATD courses paired with MATH courses <input type="checkbox"/> NCBM and MATD courses
SEMESTER-BY-SEMESTER PROGRAM PLAN FOR FULL-TIME STUDENTS <i>Plans can be modified to fit the needs of part-time students by adding more semesters</i>		

C2	D	Semester 1	CR	Advising Notes
	●	EDUC 1300 - Effective Learning: Strategies for College Success OR Oral Communication	3	All first-time Austin Community College (ACC) students with fewer than 12 SCH of successful college credit must take the EDUC 1300 course in their first semester at ACC. All other students can choose a speech course from the Component Area Option section of the Core Curriculum Course List.
●	●	GAME 1270 - Introduction to Game Design & Development	2	
●	●	GAME 1475 - 2D Design for Games	4	
●	●	PHIL 2303 - Logic	3	
			12	Program Semester Hours / Meet with your advisor
		Semester 2		
●	●	GAME 1371 - Coding Basics for Designers	3	Prerequisite(s): ARTV 1445, GAME 1475.
●	●	ARTV 1445 - 3D Modeling and Rendering I	4	
●	●	GAME 2338 - Game Testing	3	Prerequisite(s): GAME 1270.
●	●	GAME 1406 - Design and Creation of Games	4	Prerequisite(s): GAME 1270, GAME 1475.
			14	Program Semester Hours / Meet with your program advisor
		Semester 3		
●	●	GAME 1377 - Scripting for Game Developers	3	Prerequisite(s): GAME 1406 and COSC 1315 or COSC 1336.
			3	Program Semester Hours / Meet with your program advisor

Semester 4			
●	●	GAME 1304 - Level Design	3 Prerequisite(s): GAME 1270.
●	●	GAME 1472 - Design and Creation of Games II	4 Only offered in Fall semester. Please plan prerequisite courses accordingly. Prerequisite(s): GAME 1270, GAME 1406, GAME 1475, GAME 1377 or GAME 2341.
●	●	GAME 2376 - Video Game Production	3 Prerequisite(s): GAME 1270
	●	ENGL 1301 - English Composition I	3 Prerequisite(s): TSI complete in reading and writing or exempt.
			13 Program Semester Hours / Meet with your program advisor
Semester 5			
●	●	GAME 2371 - Design and Creation of Games III	3 Only offered in Spring semester. Please plan prerequisite courses accordingly. Prerequisite(s): GAME 1334, GAME 1406, GAME 1472, GAME 1475; GAME 1377 or GAME 2341.
	●	Mathematics	3 Select from the appropriate section of the Core Curriculum Course List. Prerequisite(s): See Course Descriptions.
	●	Language, Philosophy, and Culture OR Creative Arts	3 Select from the appropriate section of the Core Curriculum Course List.
	●	SOCI 1301 - Introduction to Sociology OR PSYC 2301 - Introduction to Psychology	3
			12 Program Semester Hours / Meet with your program advisor
Semester 6			
●	●	GAME 2359 - Game and Simulation Group Project	3 Only offered in Summer semester. Please plan prerequisite courses accordingly. Capstone course. Prerequisite(s): Special approval required.
●	●	GAME 2308 - Portfolio for Game Development	3 Only offered in Summer semester. Please plan prerequisite courses accordingly. Prerequisite(s): Special approval required. ACHIEVEMENT: Game Design Level 2 Certificate ACHIEVEMENT: Game Design Specialization Associate of Applied Science degree
			6 Program Semester Hours
Total Program Hours: 60			

Please always check online at catalog.austincc.edu or meet with your academic or program advisor to ensure that you are viewing the latest and most accurate information.

Career & Transfer Resources

ACC's Career and Transfer websites provide detailed, guided information on career exploration and transfer.

www.austincc.edu/career

www.austincc.edu/transfer

For further information regarding this specific program, please see the Career & Transfer Resources supplement provided in the next section of this Program Map.

Program Map

Creative Design Technologies: Game Design

Degree: Game Design Specialization Associate of Applied Science (AAS)

Certificate: Game Design Level 2 (C2)

Career & Transfer Resources Updated 8/18/17

Career Information

Common Job Titles

Game Designer, Level Designer, Game Scripter/Programmer, Game Tester or Game Producer in game development.

Austin is a blossoming city for game design careers. Texas is the #2 ranking in employment of game development personnel. There are about 132 game companies in Texas and 82 of them in Austin according to GameDevMap.com. The blend of gaming, technology, arts, film, music and cost of living make Austin one of the most attractive areas for game production.

Austin hosts some of the largest conferences, festivals and gatherings opportunities for game developers to showcase the current games and trends, share knowledge, participate in workshops and network for new job opportunities in the industry, such as SXSW: Game Expo (South-by-South West), Austin Game Conference, Austin Game Developer Beer Night!, Classic Game Fest, IDGA, and many more.

Get in on the ground-floor of this young industry by learning from seasoned professionals at ACC who will give you the skills and tools to be successful.

Best Jobs in America (2015) - CNN Money

Entertainment Software Association (ESA) www.theesa.com

Regional Labor Market Information

Video Game Designers: New workers generally start around \$48,227. Normal pay for Video Game Designers is \$86,243 per year, while highly experienced workers can earn as much as \$114,614 in this region. There are currently 2,981 Video Game Designers that are employed in Austin-Round Rock, TX.

Career and labor market research tools (see Quick Reference Guide at <http://www.austincc.edu/career>):

EMS: <https://austincc.emsicc.com/>, Bureau of Labor Statistics: <http://www.bls.gov/ooh/>, O*NET: <https://www.onetonline.org/>

Career Resources: ACC's career services website provides information on career exploration and employment at <http://www.austincc.edu/career>. Students are encouraged to consult with their [area of study advisor](#) for additional career assistance. The above information is provided as a guide and reference tool for occupations related to this program. This is not a guarantee of job placement in any of these occupations after successful completion of an ACC program. The common job titles listed are representative titles and are provided for career research. These are not the only occupations possible in this area of study.

Transfer Information

The Associate of Applied Science in Game Design Specialization prepares students to directly enter the workforce in the game design industry. A Bachelor of Applied Arts and Sciences (BAAS) is a degree option for students in AAS programs who want to transfer and complete a 4-year degree.

Transfer Guides: *The universities listed here do not constitute an ACC endorsement. Transfer course evaluations and determination of what courses will count toward a bachelor's degree are made by the receiving transfer institution.*

Texas State University: <http://www.owls.txstate.edu/undergraduate-degrees/applied-arts-sciences.html>

Concordia University Texas: <http://www.concordia.edu/academics/school-of-business-and-communication/baas-in-business/>

Texas A&M University Central Texas: <https://www.tamuct.edu/degrees/undergraduate/business-management.html>

Texas Tech University: https://www.depts.ttu.edu/universitystudies/prospective_students/baas.php

Additional Transfer Resources: ACC's transfer website provides information on additional colleges & universities: <http://www.austincc.edu/transferguides>. Students are encouraged to consult with a faculty advisor, [area of study advisor](#), and/or their chosen transfer institution to ensure courses taken at ACC will apply toward their bachelor's degree program.