

DEGREES, CERTIFICATES, AND TRANSFER PREPARATION INFORMATION

GAME DESIGN

The Game Design Foundation program is an introduction to the professional design and prototyping processes used to create engaging and meaningful interactive experiences. The required coursework provides students with a solid foundation in the principles of game design, user interface (UI) design, and user experience (UX) design as well as hands-on experience with digital design and authoring tools. Throughout the program, students learn to develop professional skills, to demonstrate those skills in effective entry-level portfolios, and to work collaboratively on team-based projects. Students may also participate in internships with industry partners when available. Students who successfully complete the Game Design Foundation program will be prepared to transfer into the Interaction Design program.

For additional career possibilities, visit the Career Services Center on the main campus to utilize computerized career information systems and other valuable career resources.

Programs Offered

- Transfer Preparation
- Career Opportunities
- Associate Degree
 - Game Design Foundation
- Certificate of Achievement
 - Game Design Foundation

Associate Degree Requirements

An Associate degree is granted upon successful completion of a program of study with a minimum grade point average (GPA) of 2.0 (C) in degree applicable coursework and a minimum of **60 degree applicable semester units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of one of the following general education patterns: SMC GE or Cal-GETC;
- Completion of the SMC Global Citizenship graduation requirement.

Certificate of Achievement Requirements

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 (C) and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

Catalog Rights

A student may satisfy the requirements of a degree that were in effect at any time of the student's **continuous** enrollment. Continuous enrollment means attendance in at least one semester (Fall or Spring) in each academic year.

Transfer Preparation

Many colleges/universities offer baccalaureate degrees in this field. Students planning to transfer to a four-year college or university should complete the lower-division major requirements and the general education pattern for the specific transfer institution. SMC has articulation agreements with the many UC and CSU campuses, as well as several private and out-of-state institutions.

Exact major requirements for UC and CSU campuses can be found online at assist.org.

A listing of private, nonprofit California colleges and universities can be found online at aiccu.edu. For articulation agreements between SMC and some of these institutions see smc.edu/articulation.

Game Design Foundation, Associate Degree or Certificate of Achievement

Program Learning Outcomes: Upon completion of the program, students will demonstrate the principles of game design, user interface (UI) design, and user experience (UX) design by creating engaging and original game prototypes. Evaluate historical and current video games to assess the effectiveness of all storytelling, gameplay and design elements.

Area of Emphasis: (36 Units)

Required Courses: (33 units)

DESIGN 12, Typography 1 (3)
 DESIGN 13, Digital Design Tools (3)
 DESIGN 23, User Experience Design 1 (3)
 DESIGN 24, Web Design 1 (3)
 DESIGN 33, User Experience Design 2 (3)
 GAME 1, Game Design Fundamentals (3)
 GAME 2, Game Mechanics (3)
 GAME 3, Fundamentals of Unreal Engine (3)
 GAME 10, Game Design Studio 1 (3)
 GAME 20, Game Design Studio 2 (3)
 GAME 30, Game Design Studio 3 (3)

Select one of the following courses: (3 units)

CS 34A, Game Programming 1 (3)
 DESIGN 25, Mobile Design 1 (3)
 DESIGN 42, Information Design (3)
 DMPOST 21, Digital Audio for Games (3)