

Fundamentals of Game DESIGN

Certificate of Achievement

“

5-class online program

”

Available now!

Certificate requirements

CERTIFICATE OF ACHIEVEMENT IN FUNDAMENTALS OF GAME DESIGN (15 CREDITS)

The Fundamentals of Game Design Certificate of Achievement is designed to provide the basic skills and knowledge students will need in order to meet requirements for entry-level positions in the mobile app and game design industry. Students will learn the fundamentals of object-oriented programming, explore digital media and design principles, be introduced to 2-D and 3-D computer animation, and become familiar with basic principles of graphic design and typography. A capstone course will integrate all prerequisite courses and introduce students to 2-D and 3-D game design. This certificate is available completely online.

ARTS 1520 Digital Media I.....	3
ARTS 2120* Graphic Design I	3
CIS 125 Introduction to Programming Concepts	3
FDMA 2713* Computer 2D Animation	3
FDMA 2790* Game Design Concepts	3
Total credits required for a Certificate of Achievement in Fundamentals of Game Design	15

*Course requires prerequisites.

Game Design credits can be applied to...

Associate of Arts
In
Graphic Design and
Media Art

Associate of Applied
Science
In
Information Systems and
Technology

Can be completed in as few as 2 semesters

Fall	Spring
CIS 125 Intro to Programming Concepts	FDMA 2713 Computer 2D Animation
ARTS 1520 Digital Media I	FDMA 2790 Game Design Concepts
ARTS 2120 Graphic Design I	

Resident cost

(ALL costs Approximate and subject to change)

Class	Books	Software
CIS 125 (3-Credits) \$252 (Clovis) \$282 (non-Clovis)*	\$40 (new)	FREE
FDMA 2713 (3-Credits) \$252 (Clovis) \$282 (non-Clovis)*	\$57.00 and \$45 (new)	Adobe Creative Cloud One-Year Subscription Approximately \$220
ARTS 2120 (3-Credits) \$252 (Clovis) \$282 (non-Clovis)*	\$80-\$112 and \$40 (new)	
ARTS 1520 (3-Credits) \$252 (Clovis) \$282 (non-Clovis)*	\$60.00 ea. (Photoshop/Illustrator)	
FDMA 2790 (3-Credits) \$252 (Clovis) \$282 (non-Clovis)*	None	FREE

* Approximate class cost includes ALL fees

NON-Resident cost

(ALL costs Approximate and subject to change)

Class	Books	Software
CIS 125 (3-Credits) \$453*	\$40 (new)	FREE
FDMA 2713 (3-Credits) \$453*	\$57 and \$45 (new)	Adobe Creative Cloud One-Year Subscription Approximately \$220
ARTS 2120 (3-Credits) \$453*	\$80-\$112 and \$40 (new)	
ARTS 1520 (3-Credits) \$453*	\$60 ea. (Photoshop/Illustrator)	
FDMA 2790 (3-Credits) \$453*	None	FREE

The background features abstract, overlapping green geometric shapes in various shades, including light lime green, medium green, and dark forest green, creating a modern, layered effect.

CIS 125

Introduction to Programming Concepts

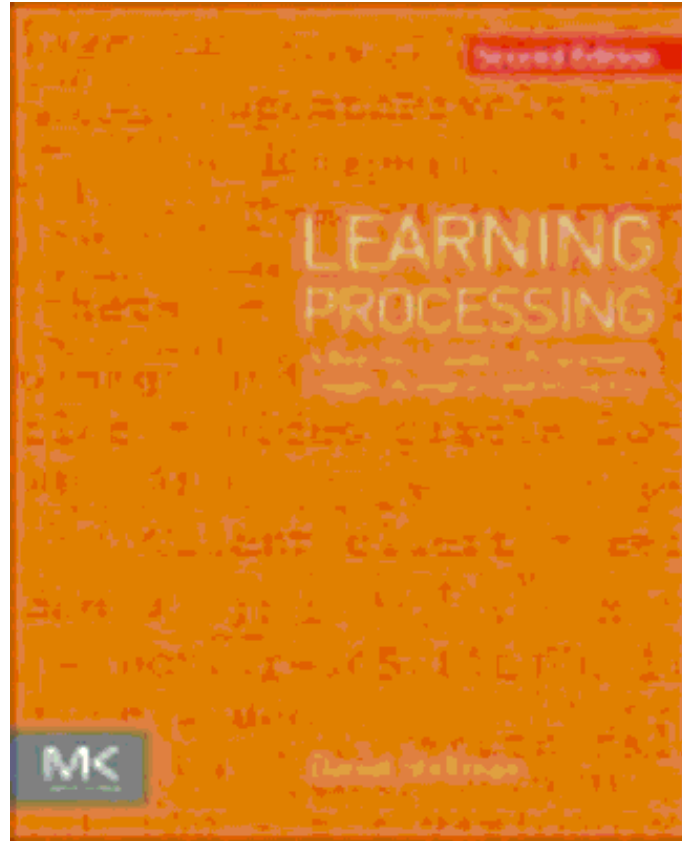
CIS 125

PREREQUISITE: None

Course Description (3-credits):

An introduction to programming concepts in the context of graphic design and 2-d game application development. Students will learn and apply common programming concepts such as variables, objects, conditional loops, functions, arrays and debugging. Programming solutions will be implemented using an object-oriented programming language and a popular programming platform. Course covers certified internet web certification topics.

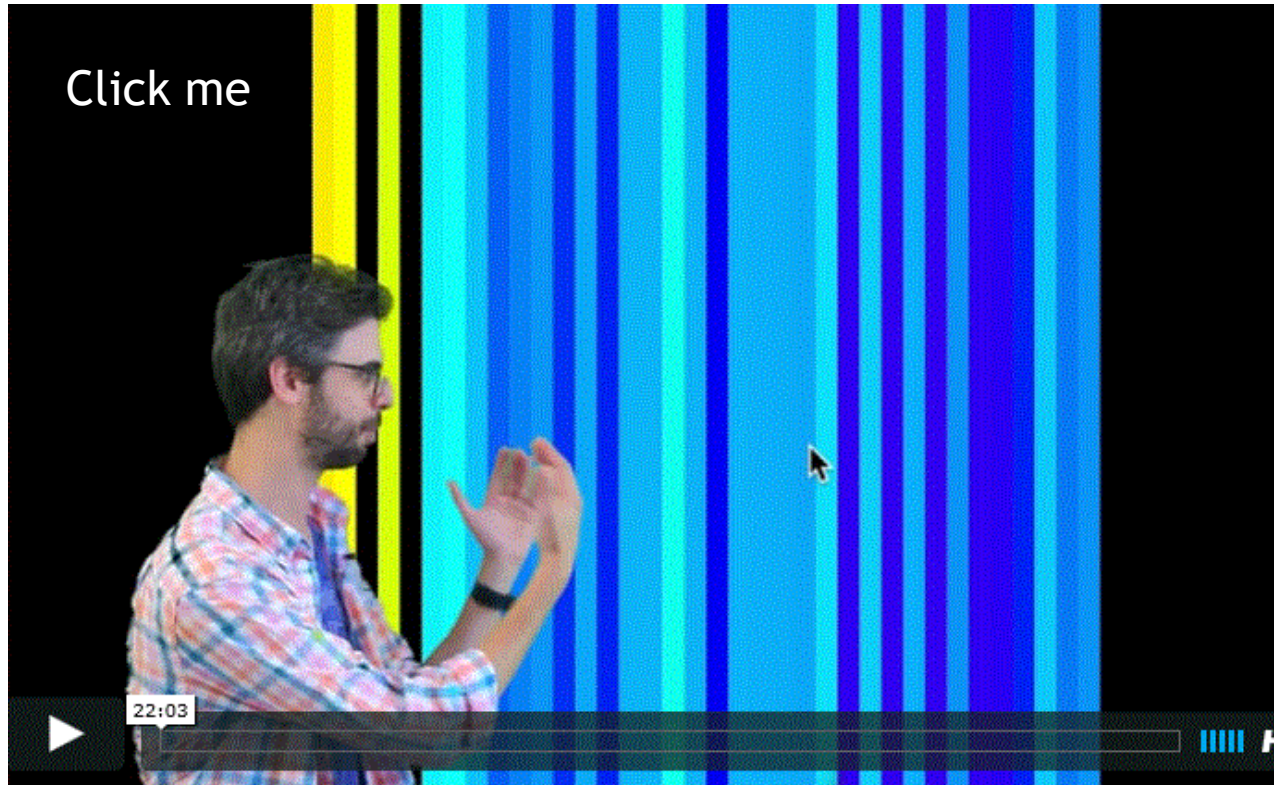
CIS 125



Go to <http://learningprocessing.com/>

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Welcome to Processing



CIS 125

FDMA 2713

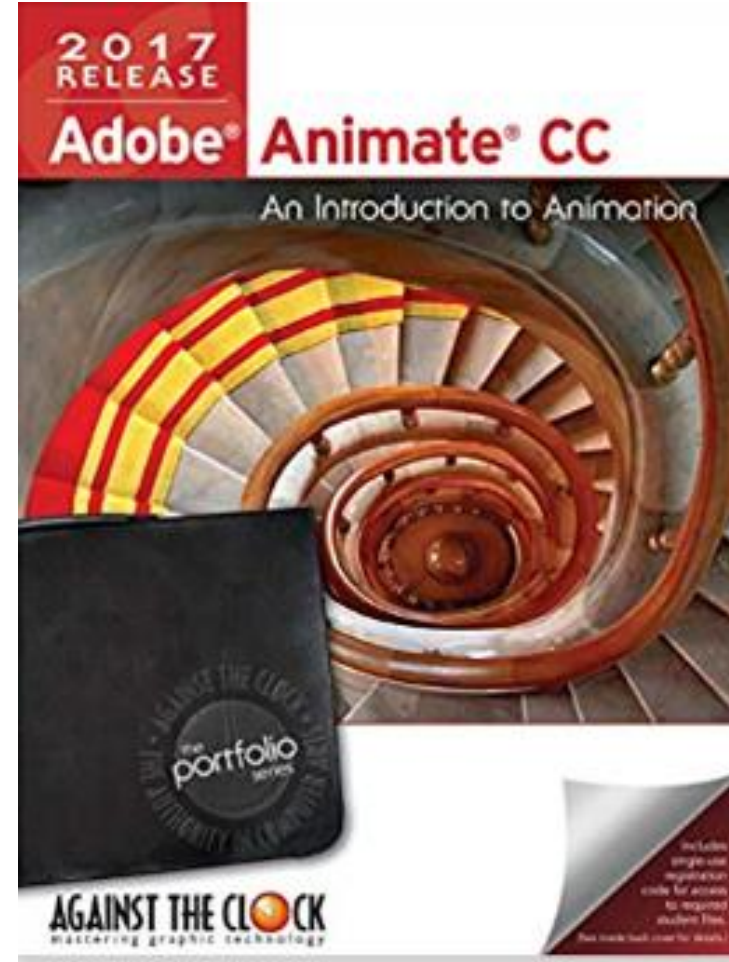
Computer 2D Animation

FDMA 2713

PREREQUISITE: ARTS 1520

Course Description (3-credits):

Students will be introduced to 2-D computer animation software involving shape creation and manipulation, and sequence rendering. Students will explore motion graphics and visual effects using appropriate software. Students will also learn the basics of integrating animated images and title sequences with live action.



FMDA 2713

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after effects

FDMA 2713

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the left and right sides of the frame, creating a modern, layered effect. The central area is white, providing a clean space for the text.

ARTS 2120

Graphic Design I

Game Design

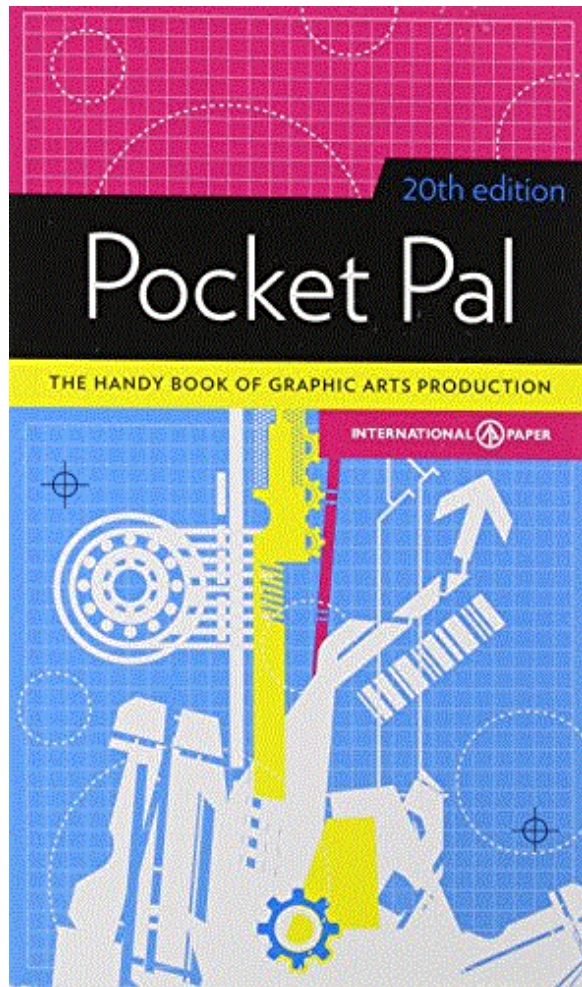
ARTS 2120

PREREQUISITE: None

Course Description (3-credits):

This course is an introduction to the basic principle of graphic design and typography. Explain the use of space, balance, unity and visual hierarchy.

ARTS 2120



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ARTS 1520

Digital Media 1

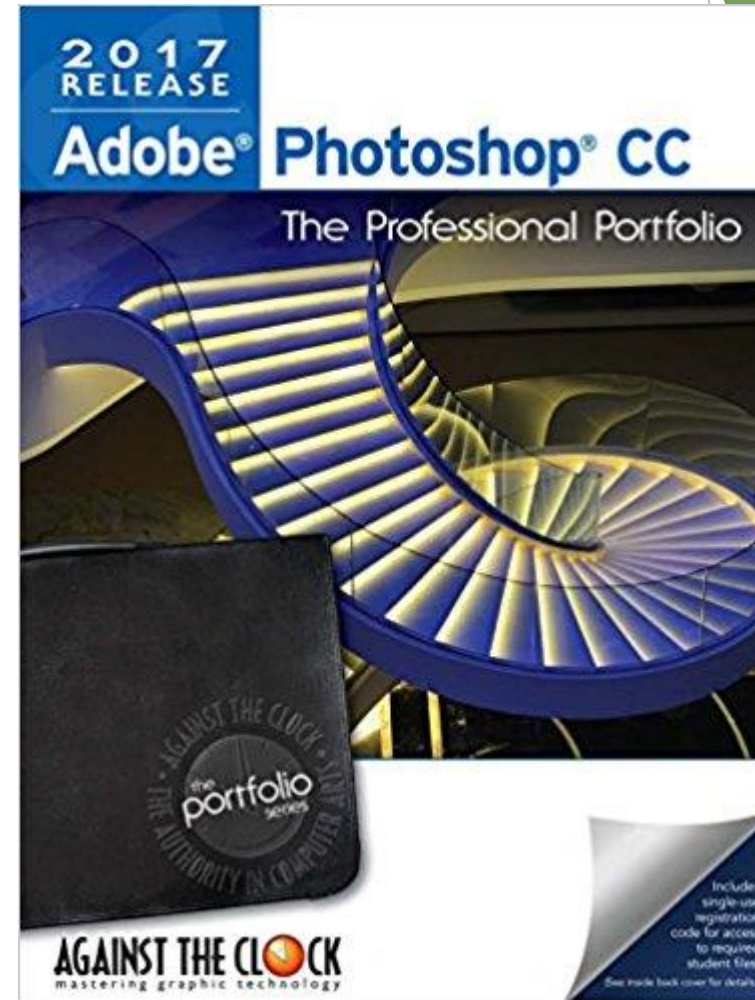
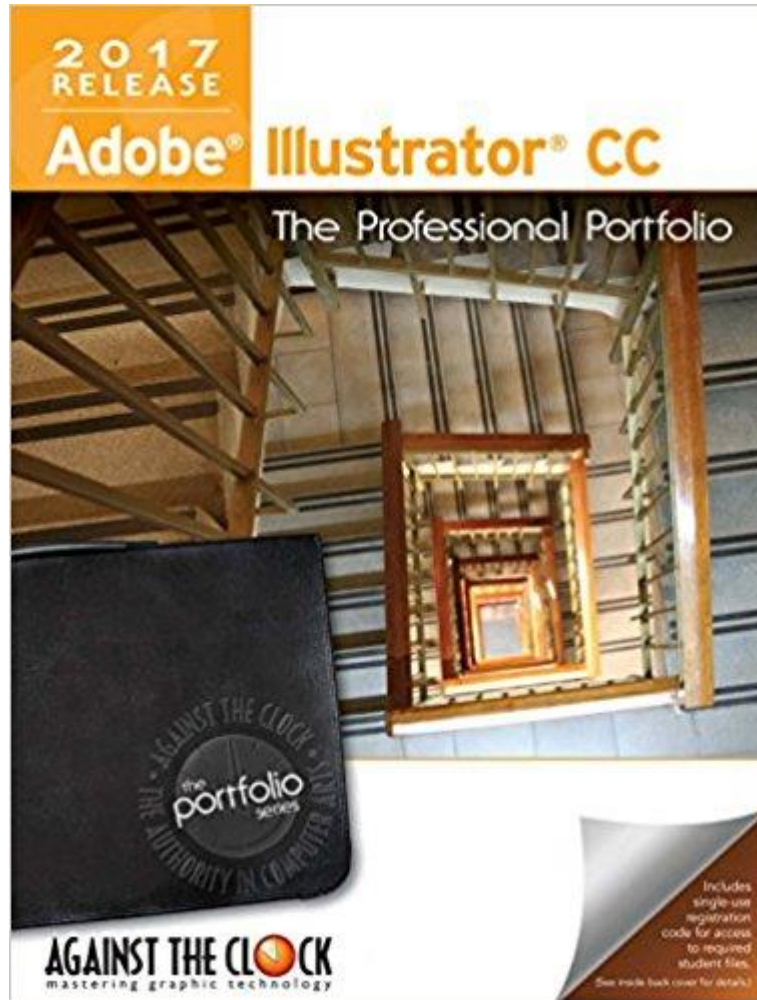
ARTS 1520

PREREQUISITE: NONE

Course Description (3-credits):

This course provides an introduction to two of Adobe's major software applications, Illustrator and Photoshop, which are essential in creating artwork, designing promotional materials, websites and more. Part of the course deals with creating a variety of documents using the major tools of each program and gaining an understanding of the contemporary graphic design industry and basic elements and principles of design.

ARTS 1520



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FDMA 2790

Game Design Concepts

FDMA 2790

PREREQUISITE: CIS 125

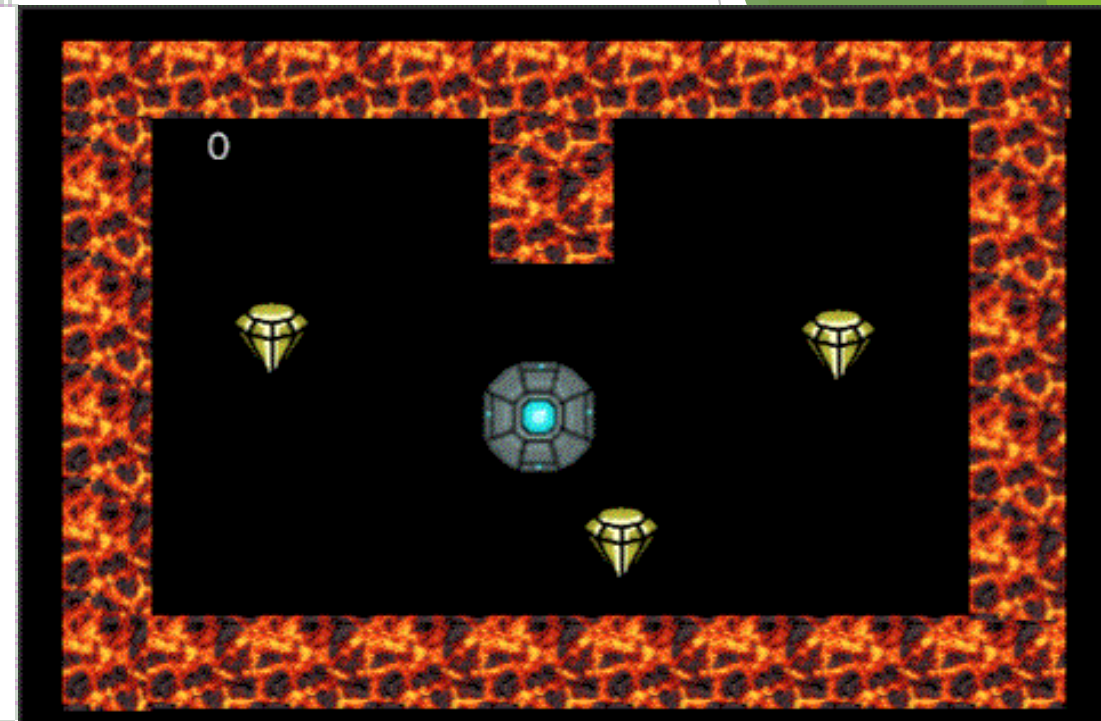
Course Description (3-credits):

Instruction in prototyping and designing individual concepts for video games. Topics include how to craft, demonstrate, and refine multiple projects, including characters and environments. With instructor's approval, design medium(s) are students' choice. Feedback and instruction are provided through lecture, student presentations, peer interaction, and one-on-one interaction with the instructor.

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YOUR FIRST GAME!



FDMA 2790

Learn more?

Carolyn Lindsey

Ray Walker

Terry Davis

Faculty V Office Rm. 509 (575) 769-4957

ENROLL NOW!!

<http://www.clovis.edu/admissions/index.aspx>