

# GAME DESIGN

## at Moorpark College

### SETUP



The quest to achieve an A.S. degree in Game Design at Moorpark College includes General Education courses, Design and Multimedia foundation studies, specific Game Design courses, industry experience, and a final team-oriented capstone class. Follow the appointed path and gain victory!



#### INTRODUCTION TO DIGITAL MEDIA MM M10

Build a foundation of current digital media tools and methodologies.



#### INTRODUCTION TO GAME DESIGN GAME M101

Learn the basics of game design and all about the game industry.



#### 3D FUNDAMENTALS MM M40

Model and animate 3D objects and characters.



#### GAME DESIGN TECHNOLOGIES GAME M102

Investigate the tools used to create state-of-the-art video games.



### GAMEPLAY

The first round of play provides a solid foundation in production. Round two, establishes design awareness. Become proficient in digital games methodology during round three. Finally, to complete the final round, test your game design experience.



#### GAME PROTOTYPING GAME M201

Prototype games and game rules for a variety of different genres.



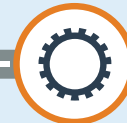
#### GAME LEVEL DESIGN GAME M115

Practice level and environmental design.



#### INTERACTIVE DESIGN MM M50

Take a deep dive into basic computer programming and UI/UX design.



#### GAME DESIGN THEORY AND MECHANICS GAME M110

Dive deeper into the theory and mechanics of game design.



### TO WIN

To acquire an Associate in Science in Game Design, complete 34-37 specified units, plus the General Education Degree Requirements.



#### GAME DESIGN INTERNSHIP GAME M80

Test and grow your skills in the real world.



#### GAME DESIGN STUDIO GAME M210

Design a complete video game in a team environment.



Choose at least two power-ups (electives) to complete your journey:



#### HIGH SCORE!

GAME M205, GR M27/PHTC M33, ART M40, ARTH M13, BUS M32, GR M10, FTVM M11, MUS M03, MM M20.