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!

**SETUP**

- **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 upper-division electives to complete your journey.

- GAME M205, GR M27, PHTC M33, ART M40, ARTH M13, BUS M32, GR M10, FTVM M111, MUS M03, MM M20.

**HIGH SCORE!**

@mcgamedesign