

Digital Game and Simulation Associate of Applied Science Digital Animation and Production Concentration

Full-Time, Fall Start

www.pima.edu/digital-game-aas

Hone your skills at character development and rendering, as well as animation using industry standard illustration, animation and production software to work with digital games and simulations, specializing in animation, design and production. Students produce a complete digital/interactive portfolio showing their game design, interactive and technical skills.

Title IV Financial Aid eligible: Yes

What can I do with this degree?

Career options: Become a game play tester, game designer or programmer, or an artist, character builder or modeler working for movie, video or computer systems design companies, software publishers or advertising/public relations agencies

Academic options: This program may apply toward a Bachelor of Applied Science (BAS). See an advisor.

CHOOSE YOUR COURSES WITH YOUR COLLEGE ADVISOR

Placement

Students must meet prerequisite standards before taking WRT 101 and to meet the Math Competency, required in the pathway below. If you are not prepared for these courses based on placement results you will need to take courses to build your skills prior to taking them. The sequence of courses follows.

Math: ICS 081 > MAT 092

Reading: ACL 080 > REA 091

Writing: ACL 080 > WRT 090 > WRT 101 (or WRT 101S can replace both WRT 090 and WRT 101)

If BUS 151, GTM 105, or a MAT course higher than MAT 106 is chosen additional coursework may be needed.

Semester Pathway

This pathway is a suggested sequence of courses for your program of study. Work with an advisor to develop a unique pathway for you based on your placement recommendations, any prior college courses and your specific situation.

General Education Note: When General Education (Gen. Ed.) credits are listed below, select from the appropriate General Education course list linked from the program website. Some programs recommend specific courses.

For this pathway, ensure that one Gen. Ed. course fulfills the C or G requirement.

Semester 1 - Fall (Semester Total: 15 credits)

DAR 120: Applied Computer Graphics (4 credits)

GAM 101: Game Design I (4 credits)

Gen Ed.: CTE Arts & Humanities List. Recommend **ART 100:** Basic Design (3 credits)
or **ART 131:** Art and Culture: Late Gothic Through Modern Periods (3 credits)
or **HUM 253:** Western Humanities III (3 credits)

STU 100: College Success (1 credits)

WRT 101: English Composition I (3 credits)

Semester 2 - Spring (Semester Total: 15 credits)

GAM 102: Game Design II (4 credits)

GAM 120: Introduction to Game Programming (4 credits)

Gen. Ed.: CTE Other Requirement List. Recommend **ART 115:** Color and Composition (3 credits)

DAR 221: Photo Image Editing: Adobe PhotoShop (4 credits)

Semester 3 - Summer (Semester Total: 3-4 credits)

Gen Ed.: CTE Mathematics and Sciences List. Recommend **BIO 160IN:** Introduction to Human Anatomy and Physiology (4 credits)

or **BIO 184IN:** Plant Biology (4 credits)

or **GEO 102IN:** Physical Geography: Land Forms and Oceans (4 credits)

or **MAT 142:** Topics in College Mathematics (3 credits)

Semester 4 - Fall (Semester Total: 15 credits)

ART 213: Life Drawing (3 credits)

DAR 122: Desktop Graphics: Adobe Illustrator (4 credits)

DAR 251: Computer 3D Animation: Maya (4 credits)

GAM 201: Game Design III (4 credits)

Semester 5 - Spring (Semester Total: 15 credits)

DAR 176: Digital Animation (4 credits)

DAR 258: Advanced Computer 3D Animation: Maya (4 credits)

GAM 218: Game Design Portfolio Capstone (4 credits)

Gen. Ed.: CTE Social & Behavioral Sciences List. Recommend **SOC 120:** Current Social Problems (3 credits)

or **PSY 132:** Psychology and Culture (3 credits)

or **HUM 260:** Intercultural Perspectives (3 credits)

PROGRAM TOTAL: 63-64 credits

Program/Major/Concentration Codes: AASDAG/DAG1/DAGA

Find more information about this program at:
www.pima.edu/digital-game-aas