

## Digital Game and Simulation Associate of Applied Science

### Digital Animation and Production Concentration

[www.pima.edu/digital-game-aas](http://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 WRT101, 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 > MAT 142

Reading: ICS 079 > REA 081 > REA 091

Writing: ICS 079 > WRT 090 > WRT 101 (or WRT 101S can replace both WRT 090 and WRT 101)

#### Semester Pathway

This pathway is a suggested sequence of courses for full-time students. Part-time students or those with specific interests or transfer needs are encouraged to work with an advisor to develop a unique academic map.

**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, select one Gen. Ed. course that 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)

**STU 100:** College Success (1 credits)

**WRT 101:** English Composition I (3 credits)

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

##### Semester 2 - Spring (Semester Total: 15 credits)

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

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

**GAM 102:** Game Design II (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)

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**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 102: Physical Geography: Land Forms and Oceans (4 credits) or MAT 142: Topics in College Mathematics (3 credits)

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**Semester 4 - Fall (Semester Total: 16 credits)**

**DAR 176:** Digital Animation (4 credits)

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

**GAM 120:** Introduction to Game Programming (4 credits)

**GAM 201:** Game Design III (4 credits)

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**Semester 5 - Spring (Semester Total: 14 credits)**

**ART 213:** Life Drawing (3 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)

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**PROGRAM TOTAL: 63-64 credits**

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

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**Find more information about this program at:  
[www.pima.edu/digital-game-aas](http://www.pima.edu/digital-game-aas)**