



## **CURRICULUM GUIDE 2019-2020**

### **MULTIMEDIA: GAME DESIGN AND ANIMATION**

#### **Associate in Arts in Multimedia: Game Design and Animation**

The Associate in Arts in Multimedia: Game Design and Animation is designed to provide students with a strong foundation in video game design, 3D modeling, and 2D/3D animation. The program incorporates a variety of theoretical and technical aspects of the video game design and development process to help build professional skills relevant in the industry. Game prototyping; character development; 3D modeling and animation; level design; game engines; project management strategies and techniques; interactive storytelling; and basic programming for video game design are among the specialized topics explored through this degree. Students have the opportunity to examine the many careers in interactive digital media related fields while following professional practices and employing industry-standard software. Career opportunities include positions such as Video Game Artist, Game Level Designer, 2D Animator, 3D Animator, QA/Video Game Tester, UI Architect, UX Designer, Technical artist, Visual Designer, Interaction Designer, Junior Producer, Motion Designer and others. Prior to graduation, students will have assembled a portfolio of game design projects to present to potential employers and will have designed several complete games from start to finish.

#### **Requirements for Associate in Arts Degree:**

- a) Complete Major Field and Supporting Courses with a grade of C or better.
- b) Complete Ohlone College General Education (Plan A), CSU GE (Plan B), or IGETC (Plan C) requirements. These requirements are specified in the Ohlone College catalog.
- c) Complete at least 60 degree-applicable units with a 2.0 grade point average.
- d) Complete at least 12 units at Ohlone College.

#### **Student Learning Outcomes**

1. Create animations, game design documents, prototypes, game assets, and game levels using industry standard tools and production methods and evaluate user experience.
2. Conceptualize and design compelling narrative structures and gameplays and evaluate audience/player engagement.
3. Develop game content for multiple gaming platforms including desktop, virtual reality, and mobile games.
4. Lead, or participate in, an interdisciplinary team-oriented game production project and manage scheduling, resource allocation, and milestone achievement.
5. Analyze, articulate, and critically evaluate game mechanics, dynamics, and aesthetics.
6. Demonstrate an understanding of the historical, cultural, sociological, ethical, and psychological aspects of computer games and animations.
7. Develop a professional portfolio demonstrating creative and intellectual accomplishments.

**MAJOR FIELD**

GA-112	Motion Graphics	3
MM-101	Visual and Interaction Design	3
MM-102A	Introduction to Multimedia OR	3
MM-105	Web Site Design OR	(4)
MM-113	Mobile Application Development	(3)
MM-118	Introduction to Video Game Design	3
MM-121A	3D Modeling	3
MM-121B	3D Animation	<u>3</u>
		18-19

**SUPPORTING COURSES**

ART-104A	2D Design OR	3
ART-104C	Color	(3)
MM-109	2D Animation	3
MM-114	Textures for 3D	3
MM-119	Video Game Development	4
MM-120	Video Game Development and Development Capstone	3
MM-121C	Advanced 3D Modeling and Animation	<u>3</u>
		19

Total Required Units: 37-38