

GAME DESIGN CERTIFICATE

The Game Design Certificate allows students to acquire in-demand skills in game design and development. After completing the core group of three courses, which offer foundational knowledge in game theory, game history, and game development techniques, the student may choose a fourth course to deepen their knowledge in one of these areas. Students are encouraged to have previous experience in coding either through the Creative Coding Certificate or other computer science and development training.

Post-secondary Certificate - Game Design

Summary

Code	Title	Hours
	Game Design Certificate Required Courses	9
	Certificate Electives	3
Total Hours		12

Degree Specific Credits: 12

Required Cumulative GPA: 2.0

Game Design Required Courses

Code	Title	Hours
Complete all of the following courses:		
MART 342	Art & Science of Interactive Games	3
MART 361	Serious Games	3
MART 460	Game Engines	3
Total Hours		9

Minimum Required Grade: C-

Certificate Electives

Code	Title	Hours
Complete 3 credits of the following courses:		3
MART 360	History, Ethics, and Theory of Games	
MART 391	Special Topics (in game topics)	
MART 461	Web Server Technologies	
MART 462	Mobile Game Programming	
MART 491	Special Topics (in game topics)	
Total Hours		3

Minimum Required Grade: C-