

Game Development Core

21 unit certificate • 60 unit degree

The Game Development Core program prepares students in all aspects of the game development process, including creation of creative assets and supporting materials, team management, effective planning, and development of content.

Required Courses (to earn certificate)

GAM-1 Business of Video Games (3 units)

An introduction to the field of game development. Students will explore the job market, career paths and business aspects of game development professionals. 54 hours lecture.

GAM-2 History of Video Games (3 units)

A comprehensive study of the evolution of video games, including their technological and artistic antecedents, with analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish. Study includes gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations. 54 hours lecture. (Letter grade)

GAM-3A Game Design (3 units)

An introduction to the fundamental techniques, concepts, vocabulary, and practical application of these skills towards the discipline of game design. 54 hours lecture.

GAM-4A Game Scripting (3 units)

A first course in programming for games stressing fundamental programming principles. Covers the logic structures and design paradigms that allow for fundamental interactions in digital games. 54 hours lecture.

GAM-5A Concept Art (3 units)

Introduction to digital drawing techniques using industry standard software. Covers the usage of digital drawing hardware and drawing skills with an emphasis on creative and conceptual expression. A course in sketching, digital drawing, matte painting, and visual ideation targeted towards the video games industry. Emphasizes topics in anatomy, perspective, color, mood, shape, and context. 54 hours lecture.

GAM-6A 3D Digital Modeling (3 units)

Introduces concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design systems. 54 hours lecture.

GAM-7 Game Studio (3 units)

Introduction to practical game development techniques emphasizing team skills, project management, scope discipline, and task completion. Focuses on delivering finished projects for the purpose of portfolio or further development. 54 hours lecture. (Letter grade only)

*This class transfers toward one or more CSUSB or CalPoly majors. Visit www.assist.org or the Counseling office for details.

Game Development Core

Tuition \$46/unit • Duration of Study: 16 months

An Associate of Science Degree in Game Development Core will be awarded upon completion of the required courses (21 units) plus the General Education requirements. Please refer to the Norco College Catalog or visit the Counseling Center.

Job & Wage Information

- Game Designer
Wage Range*: \$58,627/yr average**; Listed as \$16.33 -43.53 online under computer occupations
8% increase in employment expected in CA 2019-2029; 2,940 openings annually **Data on wages from www.glassdoor.com; based on Jan., 2021 information from California. Range is \$34k to \$91k annual salary on O*NetOnline.org
More information:
<https://bit.ly/VideogameDesign>

*2020, Riverside/Ontario/San Bernardino Metro Area

What type of interests might be a good fit for this career choice?



Artistic

People who have artistic, innovating, or intuitional abilities. People who prefer using their creativity or imagination.

For more information on careers that fit this category of interests, visit the Career Center in the Center for Student Success.

What's Your School?



SCHOOL OF
**Science, Technology,
Engineering & Mathematics**

Visit www.norcollege.edu/STEM for more information about this program.