

CIS – AAG I: Animation and Game Design Specialist TCC (new)

The Animation and Game Design Specialist certificate program is designed to prepare students to work in a variety of areas, including animation and interfaces for the game development industry and Web related fields. The graduate will be prepared to work in simulation development, model fantasy characters for games, develop gaming interfaces, work on the interactive media projects.

Career Opportunities

Graduates may find employment as entry-level video game developers or video game designers.

Credit Required for Completion: Minimum of 12 credit hours

Curriculum

	Program Course		Credits
	<i>Occupational Courses</i>		
_____	CIST 2710	2D Computer Animation	3
_____	CIST 2730	Introduction to 3D Animation	3
_____	CIST 2733	3D Graphics for Gaming I	3
_____	CIST 2759	Mathematics for Game Developers	3