

CIS - GDSI: Game Development Specialist TCC (replaces GAMI: Game Development Specialist in the Quarter System)

The Game Development Specialist certificate program is designed to prepare students to work as entry-level game developers. The student will be able to design and implement a game. Emphasis will be placed on development for the PC platform.

Career Opportunities

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

Credit Required for Completion: Minimum of 15 credit hours

Curriculum

	Program Course		Credits
	<i>Occupational Courses</i>		
_____	CIST 2730	Introduction to 3D Animation	3
_____	CIST 2750	Game Design	3
_____	CIST 2751	Game Development I	3
_____	CIST 2752	Game Development II	3
_____	CIST 2759	Mathematics for Game Developers	3