Creative Media: Video Game Design
Academic Subject Certificate
2023-24
(24 credits)

The ASC in Creative Media prepares students wanting to focus on video game design or filmmaking. The student will learn the foundational skills of their craft and produce a final project with professional equipment and conforming to professional standards. Upon completion, students will be prepared to launch their own entrepreneurial careers, to seek industry jobs or to pursue advanced academic study of their craft.

This is an example of an educational plan that can serve as a guideline to create your own academic pathway.

.Year 1			Year 2		
Fall Semester			Fall Semester:		
ART/CM 126	3d Computer Graphics I	3	CM 242	Video Game Design II *(Taken twice)*	3
JOUR 150	Media and Society	3	CM 272	Concepts in Game Design	3
	Credits	6		Credits	6
Spring Semester:			Spring Semester:		
CM 142	Introduction to Video Game Design	3	CM 242	Video Game Design II *(Taken twice)*	3
CM 271	Games and Gaming in Society	3	CM 295A	Careers in Video Game Design	3
	Spring Credits	6		Spring Credits	6
Summer Semester:			Summer Semester:		
	Credits			Credits	
	Total Credits for the Year	12		Total Credits for 2 Years	24

CM-VGD

Notes:

- Academic Subject Certificates (ASC) are designed to fit within the structure of the Associate of Arts degree, therefore the requirements for the ASC may be spread over four semesters.
- Cumulative GPA of 2.0 or higher for all course work taken in fulfillment of degree.
- Any one course can be used only once in each Academic Subject Certificate.
- At least 20% of the required courses in the major area must be earned at the College.
- When there is a break in enrollment (not attending fall or spring semester), you must use the graduation requirements in effect t the time you return to WCC.
- The last day for graduation certification is the last day of instruction.

6.5.2023