GAME DESIGN, SHORT-TERM CERTIFICATE

The Short-Term Certificate in Visual Communication & Design, Game Design program provides students with foundational training in the fundamentals of 2D and 3D game design for various platforms, including console, computer, and mobile devices. Courses provide students with applied experience using industry standard tools and techniques to develop games for a broad audience. Technical skills are developed through an exploration of the fundamental concepts of form, design, communication, aesthetics, and creative problem-solving, while gaining an understanding of the digital game design process and developing skills for effective collaboration on projects.

Credits can also apply to associate degrees in Visual Communication and Design.

This program is available to be completed 100% online.

Program contact: Learn more

This certificate will be automatically awarded when the certificate requirements are completed. If you do not want to receive the certificate, please notify the Office of the Registrar at RegistrarOffice@tri-c.edu.

Students can apply credits earned from this certificate program to the Associate of Arts degree.

Program Learning Outcomes

This program is designed to prepare students to demonstrate the following learning outcomes:

1. Apply effective verbal, written and visual communication skills to present a game concept to potential clients and other designers.
2. Work independently and as a member of a design team to create a game within a time and defined parameters.
3. Use theories of game design to create an interactive experience and framework around a theme for a targeted/chosen audience.
4. Plan, design and build assets, mechanics and rules to assemble a playable prototype.
5. Develop, refine and evaluate the game with the appropriate digital or analog tools to produce the final product for a chosen gaming platform.
6. Deploy the game through appropriate channels.

Suggested Semester Sequence

First Semester		Credit Hours
VC-1000	Visual Communication Foundation	3
VCIL-1640	3D Design	3
VCIM-1200	Game Design I: Introduction to Game Design	3
VCIM-1400	Game Design II: Game Engines	3
	Credit Hours	**12**
Second Semester		
VCIL-2040	3D Motion	3
VCIM-2271	2D Animation	3
VCIM-2200	Game Design III: Game Design Studio	3
VCIM-2401	Game Design IV-Game Publishing	3
	Credit Hours	**12**
	Total Credit Hours	**24**

MATH-1140, MATH-1141, MATH-1200, MATH-1270, and MATH-1280 can no longer count towards fulfilling the college-level mathematics requirement. These courses were re-classified as developmental mathematics by the state of Ohio in 2016. Tri-C established a 5-year transitioning window for students who had completed these courses prior to 2016 to apply them towards meeting graduation requirements, which expired in Summer 2021. It is highly recommended to see a counselor to determine the appropriate math required for your current major.