# GAME DEVELOPMENT CERTIFICATE

## Overview

The non-transfer Certificate in Game Development is designed to prepare students for entry into careers associated with game development, game design, 3D animation, 3D modeling, and digital prototyping. This program specifically provides students with a strong foundation in artistic development, professional processes, verbal and visual creativity, and accountability in individual and team interactions. Internships and special projects are also available. For individuals currently working within these fields, there may be potential for salary and/or career advancement. A Certificate in Game Development will be awarded for the completion of six core courses and two elective courses for a total of 24 units.

CT.GD

## Program Map
### Design Your Future!

Begin by exploring MSJC program maps to find career or transfer (https://msjc.emsicc.com/?radius=&region=All%20Regions) opportunities.  Program maps show the recommended course sequence that leads to graduation or transfer. The maps were developed by program experts to give you the skills and knowledge you need to succeed.

- **Starting in Spring?** Choose Fall Semester 1 courses.
- **Are you a part-time student?**  Start Fall Semester 1 courses and follow the course sequence.

| Fall Semester 1 | | Units |
|---|---|---|
| DIG-110 | Introduction to Digital Media | 3 |
| DIG-551 | 2D Game Development | 3 |
| | Units | 6 |
| **Spring Semester 1** | | |
| DIG-552 | 3D Game Development | 3 |
| DIG-554 | 3D Digital Modeling | 3 |
| DIG-570 or DIG-580 | Motion Graphics (formerly DIG-172) or Brand Building & Design (formerly DIG-180) | 3 |
| | Units | 9 |
| **Fall Semester 2** | | |
| DIG-553 | Advanced Game Prototyping | 3 |
| DIG-572 or CSIS-113C | 3D Animation (formerly DIG-170) or C# Programming - Level 1 | 3 |
| | Units | 6 |
| **Spring Semester 2** | | |
| DIG-598 | Digital Media Capstone | 3 |
| | Units | 3 |
| | Total Units | 24 |

## Requirements

| Course | Title | Credits |
|---|---|---|
| **Required Courses** | | |
| DIG-110 | Introduction to Digital Media | 3 |
| DIG-551 | 2D Game Development | 3 |
| DIG-552 | 3D Game Development | 3 |
| DIG-553 | Advanced Game Prototyping | 3 |
| DIG-554 | 3D Digital Modeling | 3 |
| DIG-598 | Digital Media Capstone | 3 |
| **Elective Courses** | | |
| Select 6 units from the following: | | 6 |
| DIG-570 | Motion Graphics (formerly DIG-172) | |
| DIG-572 | 3D Animation (formerly DIG-170) | |
| DIG-580 | Brand Building & Design (formerly DIG-180) | |
| CSIS-113C | C# Programming - Level 1 | |
| **Total Units** | | **24** |

## Careers and Salaries

Discover information about careers that interest you!

1. Take a **Career Quiz (https://msjc.emsicc.com/assessment/)** to learn about yourself and receive career suggestions based on your interests.
2. Search available **in-demand jobs (https://msjc.emsicc.com/browse-careers/)** in your career areas of interest and find up-to-date salaries and education requirements.
3. Find the **MSJC Program (https://msjc.emsicc.com/browse-programs/)** that connects your interests to a career.

Note: There are no guaranteed positions for students completing these programs. Education and work experience required will vary by employer. The salary and benefits for specific occupations will be dependent on work experience, education, background, and employer.

## Gainful Employment Disclosures: Game Developement

**Gainful Employment Disclosures – 2024**

**Program Name** *GAME DEVELOPMENT*

**This program is designed to be completed in 8 months.**

**This program will cost $1,104 if completed within normal time.  There may be additional costs for living expenses. These costs were accurate at the time of posting, but may have changed.**

**Of the students who completed this program within normal time, the typical graduate leaves with $0 of debt.**

**The following States do not have licensure requirements for this profession: California**

For more information about graduation rates, loan repayment rates, and post-enrollment earnings about this institution and other postsecondary institutions please click here:

 **https://collegescorecard.ed.gov/**

NOTE:
Cost per unit $46
Nonresident Fees- Tuition: $318

Capital Outlay: $58
Parking Permits cost $90 a year or $45 a semester
RTA Go Pass cost $16 a year or $8 a semester
SGA discount sticker (optional) - $14 a year or $7 a semester
Student representation fee (optional) - $4 a year or $2 a semester
Student Health Center Fee - $52 a year or $26 a semester
*For summer session fees and non-CA resident tuition, please
see: https://www.msjc.edu/enroll/what-fees-do-i-have-to-pay.html