### Department Award Requirements

A student must complete each of the courses required with a grade of “C” or better or “Pass”.

### Department Requirements

**(Total Department Units: 15)**

<table>
<thead>
<tr>
<th>Current Course No.</th>
<th>Previous Course No.</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAT 116... (none)</td>
<td>Flash I: Interactive Fundamentals</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>MAT 121... (none)</td>
<td>Interface Design</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>MAT 131... (111/143ABC)</td>
<td>Digital Imaging I</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>MAT 136... (136/DRAFT 136/ENGR 136)</td>
<td>Computer Animation</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>MAT 145... (none)</td>
<td>Video Game Design</td>
<td>3.0</td>
<td></td>
</tr>
</tbody>
</table>

**Recommended Courses:**

- MAT 103... (none) | Introduction to Multimedia | 3.0   |
- MAT 130... (none) | Fundamentals of Digital Animation | 3.0   |
- MAT 137... (none) | Visual Effects Film, TV & Gaming | 3.0   |
- MAT 290... (none) | Work Experience in Multimedia | 1-4   |

**Recommended Course Sequence:**

- First Semester: MAT 131 and MAT 136.
- Second Semester: MAT 116, MAT 121 and MAT 145.

### Additional Program Information

For further information, contact the Counseling Center, 965-0581, Ext. 2285, or Michael Gallegos, Department Co-Chair, 965-0581, Ext. 2914, or Alejandra Jarabo, Department Co-Chair, 965-0581, Ext. 4722.

*Santa Barbara City College*
Game Design

2015-16

Department Award in Game Design

The Game Design Online Program is comprised of intensive, instructor led, modular courses that are delivered by experienced production professionals who are currently working in these related industries. The program is intended for students who want to "learn anywhere, anytime" to train for entry level employment in Serious Game and Simulation Design.

The program has been designed to afford students the opportunity to develop the necessary foundation skills, master the tools and processes, and nurture their artistry and creative vision. In this project-based curriculum, students undergo standard production experiences that reflect industry needs and current industry trends. The online curriculum design is based upon industry production pipeline workflow, sequenced from fundamentals, through all essentials, to advanced techniques.

Students develop professional skills in pre-production, storytelling, modeling, rigging, texture art, lighting, character animation, special effects, simulation, technical direction, game design, game prototyping, object oriented programming, render management, production management, and portfolio production.

Careers in Game Design

Preparation for entry-level employment as a junior game texture artist, game environment artist, game character artist, game interface designer, level/game designer, or serious game developer.

Key: (AA)=Associate in Arts; (AA-T)=Associate in Arts for Transfer; (AS)=Associate in Science; (AS-T)=Associate in Science for Transfer; (C)=Certificate of Achievement