

This program will enable students to take their passion for digital games and technology and turn it into a lifelong career centered on effectively utilizing game technology for education, entertainment, and research. This degree takes an interdisciplinary approach by leveraging existing programs offered at UNM-Valencia to form the foundation for understanding the components of game development. Students will have the opportunity to study the function of games and gameplay and will develop interactive projects that address the technical challenges of game production.

Fall		Course	Credits
		ENGL 1110: Composition I	3
		MATH 1215: Intermediate Algebra	3
		GAME 101: Introduction to Game Development	3
		GAME 120: Game Testing	3
		GAME 125: 3D Modeling and Animation	3
Spring		Course	Credits
		ENGL 1120: Composition II	3
		Gen Ed Mathematics and Statistics: Choose one course	3
		GAME 102: Introduction to Game Engines	3
		GAME 150: Character Animation	3
Summer		Course	Credits
		PSYC 1110: Introduction to Psychology <u>OR</u> SOCI 1110: Introduction to Sociology	3
		GAME 160: Game Engine Scripting	3
Fall		Course	Credits
		Gen Ed Physical and Natural Sciences: Choose one course with Lab	4
		GAME 180: Game Programming	3
		GAME 250: Character and Creature Modeling	3
		GAME 260: Level Design	3
Spring		Course	Credits
		Gen Ed Arts and Design: Choose one course	3
		COMM 1130: Public Speaking	3
		GAME 220: Environmental Modeling	3
		Gen Ed Student Choice: Choose one Gen Ed course	3
		FDMA 1520: Introduction to Digital Media	3
Summer		Course	Credits
		GAME 296: Capstone: Production and Portfolio	3
Total Program Credit Hours = 3 prerequisite credits + 61 credit hours			



Career and Educational Advancement Opportunities

This program provides the student with well-rounded art and programming knowledge leading to marketable skills. These skills are the foundation in current game development careers including game art, programming, design and development.

The Game Design degree is occupational in nature and not intended for transfer. The gaming industry is expected to show positive growth through 2030; however, the growth in New Mexico is less than the national average. Students pursuing this degree would also have the programming skills work outside the gaming industry itself. A game design project acts as a capstone for this degree. Students seeking more work-based learning experience may consider gaming competitions or an internship.



*New Mexico data taken from [O*Net Online](#) United States Department of Labor database. Wages reflect annual income and are rounded to the nearest thousand dollars. income and are rounded to the nearest thousand dollars.*

= slow growth = average growth = fast growth