

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
		GAME 101: Introduction to Game Development	3
		GAME 120: Game Testing	3
		GAME 125: 3D Modeling and Animation	3
Spring		Course	Credits
		GAME 102: Introduction to Game Engines	3
		GAME 150: Character Animation	3
		GAME 220: Environmental Modeling	3
Summer		Course	Credits
		GAME 160: Game Engine Scripting	3
Fall		Course	Credits
		GAME 180: Game Programming	3
		GAME 250: Character and Creature Modeling	3
		GAME 260: Level Design	3
Total Program Credit Hours = 30			



Career and Educational Advancement Opportunities

The Game Design and Simulation program provides the student with well-rounded art and programming knowledge and experience, leading the marketable skills that are the foundation in current game development careers, including game art, programming, design, and development. These courses can be applied towards a Gaming concentration in the UNM-Albuquerque Film and Digital Arts program.

