

2019-2020

Media Arts – Game Design

Certificate of Occupational Training

Alan Trever

Faculty Advisor/Program Director

Student Name

Academic Advisor

575.624.7045

Telephone Number

Student ID Number

Date

	Grade	Sem.		Grade	Sem.		Grade	Sem.
Writeplacer			ENG 096			ENG 098L		
Math	--	--	MATH 094/095			MATH 097/098		

Note * Prerequisite/s required: See list below

Fall Semester			Credit Hours	Grade	Semester
ART	101	Beginning Drawing I	3 hrs.		
ART	102	Beginning Drawing II	3 hrs.		
MA	101	Introduction to Media Arts	1 hr.		
FDMA	1515	Introduction to Digital Image Editing-Photoshop	4 hrs.		
MA	105	Game Design Introduction	4 hrs.		
			15 hrs.		

Spring Semester			Credit Hours	Grade	Semester
*MA	132	Animation Modeling	4 hrs.		
*MA	234	Advanced Animation Modeling	4 hrs.		
*MA	206	Game Level Concepts	4 hrs.		
*MA	208	Game Tools and Technology	4 hrs.		
			16 hrs.		

TOTAL HOURS REQUIRED FOR DEGREE			31 hrs.		
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***Prerequisites:**

- MA 132 Animation Modeling
Prerequisite or Co-requisite: MA 105
- MA 206 Game Design Concepts
Prerequisite or Co-requisite: MA 132
- MA 208 Game Tools & Techniques
Prerequisite or Co-requisite: MA 206
- MA 234 Advanced Animation Modeling
Prerequisite or Co-requisite: MA 105