

Eugenio María de Hostos Community College of the City University of New York
Academic Advisement, Division of Academic Affairs

For an Associate in Applied Science (A.A.S.) Degree in Game Design

PATHWAYS - Game Design (A.A.S.)

REQUIRED COMMON CORE	CREDITS
English Composition	6
ENG 110, ENG 111	
Mathematical & Quantitative Reasoning	
MAT 100 College Mathematics or Higher (except MAT 105)	3
Life & Physical Sciences	4
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, ENV 111 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.	
FLEXIBLE COMMON CORE	
Individual & Society	3
PSY 101 General Psychology	
OR	
SOC 101 Introduction to Sociology	
CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA	
Liberal Arts Electives	5
MAJOR REQUIREMENTS	
DD 101 Intro to the Digital Toolbox	3
DD 102 Media Design in the Digital Age	3
DD 105 2D Design	3
DD 112 Web Design I	3
GD 101 Introduction to Games	3
GD 102 Beyond Games	3
GD 105 Game Programming I	3
GD 201 Digital Games	3
GD 210 Game Studio	3
Language Requirement (Choose one of the following)	3
Foreign Language	
DD 112 Web Design I	
DD 302 Web Design II	
GD 105 Game Programming I	
GD 205 Game Programming II	
Major Electives: Choose three courses from the following	9
BUS 101 Intro to Business for the Digital Entrepreneur	
DD 113 Motion Graphics and Animation Production	
DD 202 Video Production	
DD 207 3D Computer Animation I	
DD 302 Web Design II	
DD 307 3D Computer Animation II	
DM 106 Introduction to Recording Techniques	
DM 205 Sound Design	
GD 205 Game Programming II	
CSC 215 Modern Programming	
VPA 121 Painting & Drawing I	
Total Credits for Degree	60