

CUNY PATHWAYS – Game Design (AAS)

| REQUIRED COMMON CORE | | CREDITS |
|---|---|----------------|
| English Composition | | 6 |
| ENG 110 & ENG 111 | | |
| Mathematical and Quantitative Reasoning | | 3 |
| MAT 100 OR Higher (except MAT 105) | | |
| Life and Physical Sciences | | 4 |
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| FLEXIBLE COMMON CORE | | |
| Individual and Society | | 3 |
| PSY 101 OR SOC 101 | | |
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| Foreign Language | | 4 |
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| MAJOR REQUIREMENTS | | |
| DD 101 | Intro to the Digital Toolbox | 3 |
| DD 102 | Media Design in the Digital Age | 3 |
| DD 113 OR DD 207 | Motion Graphics OR 3D Computer Animation I | 3 |
| GD 101 | Introduction to Games | 3 |
| GD 102 | Beyond Games | 3 |
| GD 105 | Code for Art & Design | 3 |
| GD 110 | Visual Design for Games | 3 |
| GD 201 | Digital Games | 3 |
| GD 210 | Game Studio | 4 |
| CODE REQUIREMENT (Choose one of the following) | | 3 |
| CSC 215 | Modern Programming | |
| DD 112 | Web Design I | |
| DD 302 | Web Design II | |
| GD 205 | Code for Games | |
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| Major Electives: Select two (2) Courses from the following | | 6 |
| BUS 101 | Intro to Business for the Digital Entrepreneur | |
| CSC 215 | Modern Programming | |
| DD 100 | Foundational Drawing | |

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|---|-------------------------------------|-----------|
| DD 107 | Concepts in Animation | |
| DD 108 | Visual Narrative | |
| DD 111 | Intro to Sound Design | |
| DD 112 | Web Design I | |
| DD 202 | Video Production | |
| DD 302 | Web Design II | |
| DD 307 | 3D Computer Animation II | |
| GD 205 | Code for Games | |
| GD 290 | Special Topics in Game Art & Design | |
| GD 298 | Independent Study I | |
| GD 299 | Independent Study I | |
| | | |
| Free Electives (Writing Intensive strongly recommended for on-time Graduation) | | 3 |
| Total Credits for Degree | | 60 |

[Click here for a list of all Common Core Courses](#)