



## Bachelor of Arts in **DIGITAL MEDIA** GAME DESIGN

The digital media B.A. degree with a track in *game design* allows students to integrate industry practices in visual aesthetics, game mechanics, experience design, and industry standard production pipelines. The program reflects skills in multidisciplinary industry practices, preparing students to take relevant positions at a wide range of industries in the commercial games, simulation and other related markets. Students go on to work at local game studios, work in the modeling simulations industry, build gamified/game-related experiences in other industries, and establish their own game studios.

### SKILLS

- Visual Aesthetics
- Experience Design
- Production Process
- Game Scripting

### COURSE WORK

**Requirements** - Students must earn at least a “C” (2.0) in each required course, except DIG 2000 and DIG 4713 which require a “B” (3.0) or better.

#### Fundamental Core Courses (Required)

MAC 1105c	College Algebra
CGS 2100C	Comp Fundamentals for Business
ARH 2050	History of Western Art I
DIG 2000	Introduction to Digital Media
DIG 2030	Digital Video Fundamentals
DIG 2109	Digital Imaging Fund
DIG 2500	Fundamentals of Interactive Design

#### Choose 2:

ART 2201c	Design Fund 2D
ART 2203c	Design Fund 3D
ART 2300c	Drawing Fund I
ART 2301c	Drawing Fund II
DIG 2783	Fund of Game Art

#### Advanced Courses (Required)

DIG 3024	Digital Cultures & Narrative
DIG 3043	Evolution of Video Games
DIG 3480	Computer as a Medium
DIG 3728	Game Testing
DIG 4630c	Creative Industries
DIG 4713	Game Design
DIG 4715C	Game Production
DIG 4720C	Casual Game Production
DIG 4780C	Modeling for Realtime Systems
DIG 4941	Internship
-OR-	
DIG 4595	Portfolio Development

#### Capstone Courses (Required)

DIG 4725C	Game Design Workshop I
DIG 4726C	Game Design Workshop II

### RESTRICTED ELECTIVES

6 additional hrs of 3000 or 4000 level courses from **ART, ARH, FIL, GRA, DIG, PGY** or any 3000 or 4000 level courses approved by the school not already used in the major.

### PATHS

Take three of the following electives. Students can choose to focus on a specific path.

#### Technological Design and Coding

DIG 3727c	Game Level Design
DIG 4778c	Game Design Tools and Plugins
DIG 4295c	Game Optimization and Performance

#### Modeling and Art

DIG 4324c	Modeling for Realtime II
DIG 4138	Digital Sculpting
DIG 4294c	Post-Production Game Fx

#### Interface Design

DIG 3602c	Physical Computing
DIG 4633	Multi-Modal Design
DIG 4813	Contemporary Topics in Digital Media

### JOBS

- Game Designer
- Level Designer
- Game Developer
- Animator
- Interface Designer
- Interactive Designer
- Game Producer
- 3D Modeler
- UI Designer
- Texture Artist

### EQUIPMENT FEE

Part-Time Student: \$16.50 per term  
Full-Time Student: \$33 per term



**Nicholson School of  
Communication and Media**

UNIVERSITY OF CENTRAL FLORIDA  
P: 407-823-2681 NASSC@UCF.EDU  
COMMUNICATION.COS.UCF.EDU