

GAME ART AND SIMULATION DESIGN, AAS (A25450A)

The Game Art and Simulation Design curriculum provides a broad background in simulation and game development with practical applications in creative arts, visual arts, audio/video technology, creative writing, modeling, design, programming and management. Students will receive hands-on training in design, 3D modeling, and programming for the purpose of creating simulations and games.

Graduates should qualify for employment as designers, artists, animators, programmers, testers, quality assurance analysts, engineers and administrators in the entertainment industry, health care, education, corporate training, and government organizations.

Note

The Game Art and Simulation Design program at Wayne Community College contains face-to-face and hybrid (traditional classroom with an online component) classes to provide local students access to industry standard hardware, software, and training.

Degree Awarded

The Associate in Applied Science Degree – Game Art and Simulation Design is awarded by the College upon completion of this program.

Note

Students will need access to a computer to complete work outside the classroom. In addition to textbooks, students will be required to provide their own portable storage media, for most classes.

For More Information

The Game Art and Simulation Design program is in the [Business and Computer Technologies Division](#). For more information, call [\(919\) 739-6883](tel:9197396883), or visit us at our web site at waynecc.edu.

Admissions

A high school diploma or equivalent is required.

First Step to Enroll:

Call the Admissions and Records Office at [\(919\) 739-6720](tel:9197396720).

COURSE NO.	TITLE	CONTACT HOURS	CREDITS
FIRST SEMESTER			
ACA 111	College Student Success	1	1
ENG 111	Writing and Inquiry	3	3
SGD 111	Introduction to SGD	5	3
SGD 116	SGD Graphic Design Tools	5	3
	Math Elective		3 or 4
Total Credit Hours:			13 or 14
SECOND SEMESTER			
CSC 134	C++ Programming	5	3
ENG 114	Professional Research & Reporting	3	3
SGD 112	SGD Design I	5	3
SGD 113	SGD Programming I	3	3
SGD 114	SGD 3D Modeling I	5	3
Total Credit Hours:			15
THIRD SEMESTER			
SGD 117	Art for Games	5	3
SGD 159	SGD Production Management	3	3
SGD 165	SGD Character Development	5	3
Total Credit Hours:			9
FOURTH SEMESTER			
SGD 162	SGD 3D Animation I	5	3
SGD 174	SGD Level Design I	5	3
SGD 212	SGD Design II	5	3
SGD 214	SGD 3D Modeling II	5	3
	Humanities/Fine Arts Elective	3	3
Total Credit Hours:			15
FIFTH SEMESTER			
SGD 125	SG Artificial Intelligence	5	3
SGD 274	SGD Level Design II	5	3
SGD 289	SGD Project	5	3
	Major Elective	3	1 or 2
	Social/Behavioral Science Elective	3	3
Total Credit Hours:			13 or 14
Total Credit Hours:			65-67
Electives:			
MATH ELECTIVE (SELECT ONE COURSE): MAT 110, MAT 121, 143, 171			
MAJOR ELECTIVES: SGD 288, WBL 111 (1HR.)			
HUMANITIES/FINE ARTS ELECTIVES (SELECT ONE COURSE): ART 111, 114, 115; DRA 111, 126; ENG 231, 232, 241, 242, 261, 262, 273; HUM 110, 115, 120, 121, 130, 211; MUS 110; PHI 215, 240; REL 110, 211, 212, 221			
SOCIAL/BEHAVIORAL SCIENCE ELECTIVES (SELECT ONE COURSE): ANT 210; ECO 251, 252; GEO 111; HIS 111, 112, 121, 122, 131, 132, 162, 221; POL 120; PSY 150; SOC 210, 213, 220, 225, 230, 242			
MAJOR ELECTIVES: SGD 288, WBL 111 (1HR.)			