

COMMUNICATION ARTS TECHNOLOGY

**GAME INTERFACE DESIGN OPTION
ASSOCIATE OF APPLIED SCIENCE DEGREE**

JOHN A. CADE CENTER FOR FINE ARTS
ROOM 227, 410-777-7106
[WWW.AACC.EDU/VISUALARTS](http://www.aacc.edu/visualarts)

Award: Associate of Applied Science degree, A.A.S.
(code AAS.VSL.GAME-DSGN)

Total Credit Hours: A minimum of 62 credit hours.

Purpose: Prepares students for entry level positions as interface designers at both regional and national companies that develop games and training simulations. Upon completion of this degree, students will have obtained a solid foundation in fine art, experience producing 2-D and 3-D game graphics, knowledge of how to prototype 2-D and 3-D games, an understanding of the game industry’s history and development process, as well as experience designing, prototyping and testing physical and digital interfaces for games.

This degree is not intended for students who wish to transfer to a four year institution after graduation at AACC. The Fine Arts Game and Design, and Computer Science Game and Simulation Programming transfer degrees were both developed specifically for students interested in pursuing bachelor degrees in gaming.

RANGE OF OCCUPATIONS

- UI (user interface) artist/designer
- UX (user experience) artist/designer
- Interface designer
- Game and simulation tester

Occupations can be explored further through the virtual Careers Center at www.aacc.edu/careers.

Degree Requirements: The general education degree requirements section on pages 259-267 of this catalog includes the general education requirements for this degree. Refer to those pages to ensure that diversity, computing and information technology and general education degree requirements are included in your course selections.

Transfer Agreements: Agreements may exist for this program of study. To access agreements, go to www.aacc.edu/transfer and then click on “Articulations.”

Related Educational Opportunities: Additional courses, credentials and/or certifications may be available through the AACC School of Continuing and Professional Studies. Visit www.aacc.edu/coned for more information.

GENERAL EDUCATION REQUIREMENTS: 22-27 credits

An approved list of general education courses can be found on pages 259-264 of the catalog. Choose general education courses from the following topics:

	CREDITS
ENGLISH	3-6
ENG 111 and ENG 112 Composition and Introduction to Literature 1, 2	
OR ENG 115 and ENG 116 Composition and Introduction to Literature for Non-native Speakers 1, 2	
OR ENG 121 Composition and Literature	
<i>Successful completion of ENG 121 fully satisfies the college English composition general education requirements.</i>	
ARTS and HUMANITIES	3
ART 100 Two-Dimensional Design	
BIOLOGICAL and PHYSICAL SCIENCES	3-4
COMPUTER TECHNOLOGY	4
CSI 117 Introduction to Object-oriented Program Analysis and Design	
HEALTH/FITNESS/WELLNESS	3
MATHEMATICS	3-4
SOCIAL and BEHAVIORAL SCIENCES	3

PROGRAM REQUIREMENTS: 40 credits

	CREDITS
ART 125 Drawing 1	3
ART 155 2-D Game Graphics	3
ART 156 3-D Game Graphics	3
ART 158 Game History	3
ART 170 Web Design 1	
OR CAT 113 Graphic Design 1: Fundamentals	3
ART 171 Interactive Design 1	3
ART 174 Interface Design	3
ART 255 Game Development	3
ART 256 Gaming Capstone	
OR CAT 275 Internship in Communication Arts Technology Fields ...	3
ART 271 Interactive Design 2	3
ART 273 Interactive Hardware	3
ART 274 User Testing	3
CAT 240 Digital Portfolio Development	1
Elective (with approval of department chair)	3

ADDITIONAL REQUIREMENTS

COMPUTER COMPETENCY REQUIREMENT

General education requirement CSI 117 meets this requirement.

DIVERSITY REQUIREMENT

Students may satisfy the diversity requirement simultaneously as they satisfy the health and wellness, social and behavioral sciences or biological and physical sciences general education requirements.