

CERTIFICATE IN GAME DESIGN

Curriculum

Code	Title	Credits
Required Core Courses ¹		
DHM 210	Introduction to Gaming	3
DHM 220	Foundations of Game Design & Development	3
DHM 260	Digital Storytelling	3
Elective ¹		
Choose one course from the following options:		3
ART 120	3D Design	
CSC 115	Introduction to Computer Programming	
CSC 141	Computer Science I	
DHM 280	Introduction to Digital Humanities	
ECO 111	Principles of Economics (Macro)	
ECO 112	Principles of Economics (Micro)	
ENG 320	Usability & User Experience	
LAN 355	Technology and Language Learning	
LIN 333	Conversation Analysis	
MAT 113	Algebra and Functions	
MAT 115	Algebra, Functions, and Trigonometry	
MTC 110	Making Music	
MTC 112	Theory of Music I	
PSY 100	Introduction to Psychology	
PSY 120	Multicultural Psychology	
WRH 340	Introduction to Visual Rhetoric	
Total Minimum Credits Required		12

¹ Minimum grade of C- is required in all courses.