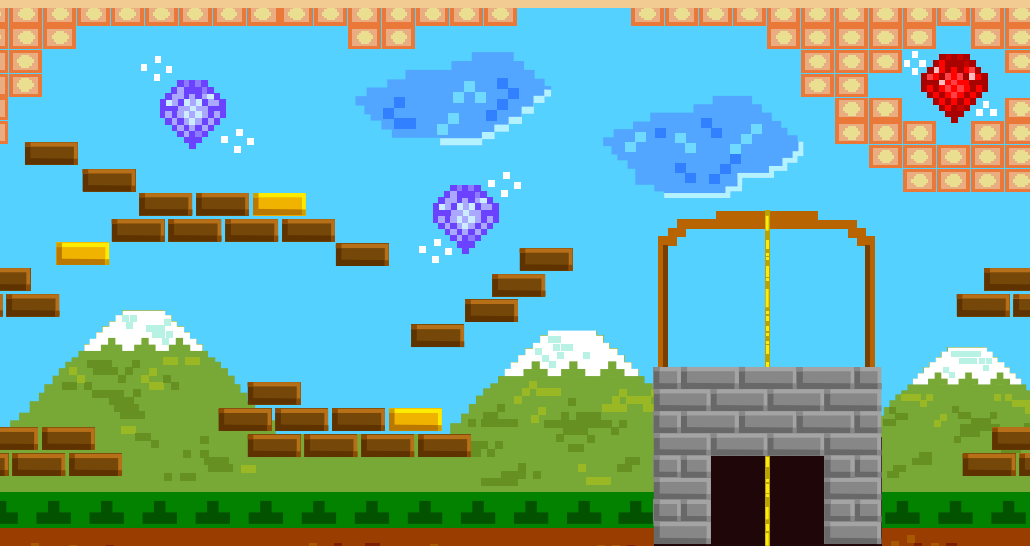


# GAME DEVELOPMENT & SIMULATION (PROGRAMMING) SPECIALIZATION AAS



A Program Overview of the Arts, Humanities, Communication & Design Area of Study

Updated as of May 2018



## Programs At-A-Glance

### Game Development & Simulation (Programming) Specialization AAS Degree

Available at LSC-Kingwood

[LoneStar.edu/Game-Developer-AAS](http://LoneStar.edu/Game-Developer-AAS)

<sup>1</sup>**Median Wage:** \$104,502

### Game Development & Simulation (Programming) Certificate Level II

Available at LSC-Kingwood and LSC-Tomball

[LoneStar.edu/Game-Developer-Certificate](http://LoneStar.edu/Game-Developer-Certificate)

**G**ame programmers and developers will learn what it takes to make the game world and gameplay work properly. They determine the “how,” aligning the technical side of gaming with the designer’s vision. This includes programming characters, actions and triggered events to how the artificial intelligence runs in the game. Students pursuing game development will graduate with a solid background in programming using C++ and the knowledge of manipulating game engines and level editors.

The degree and certificate programs are based on two areas of specialization: artist/designer and programmer/developer. Game artists and designers will learn what it takes to create the “who, what, where, and why” behind the stories, characters, artwork, and gameplay needed for great game design. Utilizing industry standard software, artists and designers will also create the assets, characters, and environments called for in their original game idea.

#### FOR MORE INFORMATION:

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<sup>1</sup>**Wage Data** is based on annual salaries from Bureau of Labor Statistics, U.S. Department of Labor, Occupational Employment Statistics, 2016, [www.bls.gov/oes](http://www.bls.gov/oes).

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# GAME DEVELOPMENT & SIMULATION (PROGRAMMING) SPECIALIZATION AAS DEGREE



**Certificate II**  
36 Credits

**AAS Degree**  
60 Credits

**Corporate  
College**

Introduction to Computers	Principles of Sociology OR Interpersonal Communication
Composition and Rhetoric I	Logic Design
Introduction Game Design and Development	C Language
College Algebra	Level Design
Humanities/Fine Arts Elective	Game Testing
Interactive Writing I	Interpersonal Project Development I OR Internship

Java Programming

Game and Simulation  
Programming I

Advanced C++ Programming

Game & Simulation  
Programming II

Basic Animation

Artificial Intelligence  
Programming I

Advanced Computer  
Programming OR  
Advanced JAVA Programming

Professional  
development  
opportunities  
are available  
for additional  
training and  
licensure.



Representative career titles and job positions for this program plan include:

- **Applications Developer**
- **Software Development Engineer**
- **Applications Developer<sup>2</sup>**

<sup>1</sup>Median Wage: \$104,502

<sup>1</sup>Wage Data is based on annual salaries from Bureau of Labor Statistics, U.S. Department of Labor, Occupational Employment Statistics, 2016, [www.bls.gov/oes](http://www.bls.gov/oes).

<sup>2</sup>Position titles vary by employer and location.

**Complete your  
Game Development &  
Simulation (Programming)  
Specialization AAS Degree  
in 2 years!**

For more information on gainful employment, visit [LoneStar.edu/GainfulEmployment](http://LoneStar.edu/GainfulEmployment).