

GAME DESIGN & SIMULATION DESIGNER (ARTIST) SPECIALIZATION AAS DEGREE



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

Updated as of May 2019



Programs At-A-Glance

**Game Design & Simulation Designer
(Artist) Specialization AAS**
Available at LSC-Kingwood

LoneStar.edu/Game-Design-AAS

1Entry Wage: Wages vary by
position title and credentials

**Game Design & Simulation Designer
(Artist) Certificate Level II**
Available at LSC-Kingwood and
LSC-Tomball

LoneStar.edu/Game-Design-Certificate

Game design and simulation AAS degrees
and certificates are also available in a
development (programming) specialization.

The game design and simulation program will allow students to take their passion for playing games and shape it into the development of games. Upon completion, students will have experienced all aspects of the game design process from concept to completion. They will have studied the function of games and game play, developed interactive projects that address the technical challenges of a game's production. Students will gain valuable experience walking an original game idea through every phase of development, with a completed and playable game at the end of the program to show for it.

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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¹Texas Wages and Employment Projections is brought to you by the Labor Market & Career Information (LMCI) Department of the Texas Workforce Commission. www.TexasWages.com, 2017.

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LoneStar.edu/Game-Design-AAS

GAME DESIGN & SIMULATION DESIGNER (ARTIST) SPECIALIZATION AAS DEGREE



Certificate II
39 Credits

AAS Degree
60 Credits

**Corporate
College**

Composition and Rhetoric I	Design Communications I
Introduction to Game Design and Development	Interactive Digital Media I
Basic Animation	3-D Animation I
Digital Imaging I	Level Design
3-D Modeling and Rendering I	Interactive Digital Media II
Humanities/Fine Arts Elective	Learning Framework: 1st Year Experience
	Game Testing

Drawing I

3-D Modeling and Rendering II

3-D Animation II

Interpersonal Communication

College Algebra OR College Math for Liberal Arts OR Statistics

Interactive Writing I

Principles of Sociology

Project Development I OR Internship

Professional development opportunities are available for additional training and licensure.



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

- **Mid Level Game Designer**
- **Senior Game Designer**
- **World Designers²**

¹Median Wage: Wages vary by position title and credentials.

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²Position titles vary by employer and location.

Complete your Game Design & Simulation (Artist) Specialization AAS Degree in 2 years!

For more information on gainful employment, visit LoneStar.edu/GainfulEmployment.