

***Visual Communications - Simulation Design and Gaming
Certificate***

This certificate provides high quality, hands-on, career education in designing computer and video games for learning, simulations, and gaming. The certificate program courses can be used in satisfying degree requirements.

	<i>Certificate Requirements</i>	<i>Credits</i>
VCP 151	Introduction to Game Design	4
VCP 218	Introduction to 3D Modeling and Animation	4
EGL 101	Freshman Composition	3
EGL 112 <i>or</i> EGL 211	Scriptwriting I <i>or</i> Technical Writing	3
VCP 116	Digital Imaging I	2
VCP 117	Digital Imaging II	2
VCP 136	Multimedia Production I	4

Total Credits Required in Certificate: 22

Additional Outcomes – Simulation Design and Gaming Certificate

Upon successful completion of this Certificate, students will be able to:

- Develop a production process to complete consistent quality designs in an appropriate amount of time.
- Utilize a variety of industry standard hardware and software to produce aesthetically pleasing designs.
- Produce two-dimensional and three-dimensional content that is optimized for animation, film, or interactive media.
- Develop basic computer code that is appropriate for multimedia and interactive presentations.
- Create a portfolio that demonstrates solid foundational art skills as well as intermediate-level technical knowledge.