

Game Development Fundamentals

This certificate of achievement is designed for aspiring game developers, passionate gaming enthusiasts, and anyone eager to grasp the foundational principles essential for crafting compelling games. Required courses equip students with the knowledge and skills necessary to pursue entry-level positions within the diverse realm of the game development industry.

To acquire the **Certificate of Achievement in Game Development Fundamentals**, it is necessary to complete the following courses:

Required Courses		Units	N	IP	C
ANIM 101	Introduction to Digital 3D Animation	4			
ANIM 130	Modeling for Games	4			
ART 170	Introduction to Digital Painting	3			
GAD 101	Introduction to Game Design	3			
GAD 210A	*Game Production Studio A	3			
Total units needed for Certificate of Achievement		17			
Units Completed					