

#### [CGA.GAME.DSGN.AAS; CIP Code 11.0803]

### Associate in Applied Science - Career

The Computer Graphic Arts (CGA) Game/ Interactive Design Option is a hands-on, software-intensive program designed to provide students with the knowledge and skills required in the field of Game/Interactive Design. This program includes hands-on instruction using the most popular software packages used in the industry.

#### **Program Learning Outcomes**

Students who have completed the program will be able to:

- · Use animation and motion graphics software tools at a highly competent level
- Understand the different types of gaming technologies available
- Understand how to design and develop a basic game
- Understand how to design and develop
- Understand how to create graphics for screen use

#### **Contact Person**

Jennifer Riggio, Program Coordinator jriggio1@rcsj.edu

Are you ready to get started at RCSJ? Visit RCSJ.edu/Enroll and complete the interest form.

# Computer Graphic Arts – Game/Interactive Design, A.A.S.

| FIRST YEAR - Fall Semester  |                |
|---|----------------|
| □ AR 131 Introduction to Digital Photography                        | 3              |
| ☐ CG 106 Design, Color and Type                                     | 3              |
| CG 115 Foundations of Computer Graphic Arts                         | 3              |
| ■ EN 101 English Composition I                                      | 3              |
| <ul><li>MA 109 Principles of Mathematics</li></ul>                  | <u>3</u><br>15 |
|   | 15             |
| Spring Semester   |                |
| CG 118 Introduction to Animation                                    | 3              |
| CG 121 Intro to Electronic Publishing and Typograph                 |                |
| ☐ CG 130 Video and Audio Editing                                    | 3              |
| ☐ EN 102 English Composition II                                     | 3              |
| ☐ General Elective  | <u>3</u><br>15 |
|   | 15             |
| SECOND YEAR - Fall Semester   |                |
| ☐ CG 212 Screen Graphics  | 3              |
| ☐ CG 215 Electronic Illustration I                                  | 3              |
| ☐ CG 217 Electronic Image Processing                                | 3              |
| □ EN 204 Business Communications                                    | •              |
| or IC 211 Internship Career Connections                             | 3              |
| ☐ Social Science Elective   | <u>3</u><br>15 |
| On the second second second   | 15             |
| Spring Semester   | 2              |
| ☐ AR 231 Intermediate Digital Photography                           | 3              |
| ☐ CG 219 Web Design   | 3              |
| ☐ CG 218 Game and Interactive Authoring☐ General Education Elective | 3              |
| General Education Elective  General Education Elective              | 3              |
| General Education Elective  | <u> </u>       |
|   | 15             |

**TOTAL CREDITS: 60** 

## **Program Notes**

Computer Graphic Arts is an academic program that requires students to complete assignments beyond class time. The Computer Graphic Arts program requires students to have a computer at home with specific technology requirements, which will allow students to run the Adobe Creative Cloud Software Suite. For the specific technical requirements for the computer, please see www. rcsj.edu/laptop

In addition, students taking CGA courses will be provided the Adobe Creative Cloud software via the students RCSJ email. This will allow students to install the software onto their personal computers.