

Game Design & Development, AS

A joint AS degree program with Salem Community College.

Degree Offered

Associate in Science
Game Design & Development

Curriculum Code: GAME.DSGN.AS

Program Information

The Game Design and Development program combines both the programming and design aspects of creating video games for major platforms, consoles and mobile devices. The program further provides preparation in virtualization for medical, educational and military applications, as well as the next round of interactive applications. Combining the skills of graphic design, interactive design, and 3D skills and programming, this interdisciplinary degree program prepares students for the exciting world of game design and development.

When You Graduate

AS programs are primarily designed for students who plan to transfer as juniors at four year colleges and universities. Cumberland graduates have obtained bachelor's degrees and beyond from every college in New Jersey and scores of colleges and universities throughout America. The NJ Lampitt bill passed in 2008 by the NJ State legislature assures seamless transfer of credits toward junior standing at NJ state colleges and universities.

Program Requirements (62 credits) Credits

Year 1, Fall Semester @ Cumberland County College

<input type="checkbox"/> AR 101 Art Appreciation	3
<input type="checkbox"/> CG 101 Computer Graphics	3
<input type="checkbox"/> CS 101 Introduction to Microcomputers	3
<input type="checkbox"/> EN 101 English Composition I	3
<input type="checkbox"/> MA 110 College Algebra	3
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Year 1, Spring Semester @ Cumberland County College

<input type="checkbox"/> AR 110 Fundamentals of Drawing	3
<input type="checkbox"/> CG 102 Computer Illustration	3
<input type="checkbox"/> CG 110 Digital Imaging Techniques	3
<input type="checkbox"/> MA 120 Trigonometry	4
<input type="checkbox"/> SP 203 Effective Speech	3
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Summer Semester @ Salem Community College

<input type="checkbox"/> CGA 160 Introduction to Game Engines	3
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Year 2, Fall Semester @ Salem Community College

<input type="checkbox"/> CGA 142 Animation for the Web	3
<input type="checkbox"/> CGA 162 Introduction to Game Programming	3
<input type="checkbox"/> CGA 164 Audio and Video for Game Design	3
<input type="checkbox"/> HIS 101 Western Civilization I	3
<input type="checkbox"/> PHY 101 Physics I	4
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Year 2, Spring Semester @ Salem Community College

<input type="checkbox"/> CGA 135 Introduction to 3-D Modeling Techniques	3
<input type="checkbox"/> CGA 161 Game Engines II	3
<input type="checkbox"/> HIS 102 Western Civilization II	3
<input type="checkbox"/> PSY 101 General Psychology	3
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Total Credits 62

Upon completion of this program, students should be able to:

- Demonstrate an understanding of the workflow involved in designing and developing a game or training simulation environment.
- Demonstrate the ability to use game engine platforms.
- Create user interfaces.
- Design user experiences.
- Employ programming techniques to create complex environments with physics, logic and purpose.
- Locate, discern and effectively use information to solve problems in the design and development of games.

Transfer of Credits

Game Design and Development graduates may transfer credits to a bachelor's degree program at a four-year college or university.