

Digital Media Design - Game Design (Certificate)

Certificate of Mastery

Minimum of 36 credit hours

Certificate of Mastery in Game Design

Nintendo, Wii, Playstation, Kinect – the list of top-selling video game systems just keeps growing as does the demand for new games. Americans are looking toward video games not just for entertainment but also for fitness, instruction and information.

With a certificate of mastery in game design from Oklahoma City Community College, you'll be trained to work as a modeler, animation artist, 3D illustrator, digital artist, FX artist, video post-production artist and game designer. It's a top career field mixing artistic creativity with storytelling and high-tech graphics. Oklahoma City Community College is ready for you with a Certificate of Mastery in Game Design. You'll work with the most advanced digital media design software and programs available, as well as the most knowledgeable digital media design instructors and professors, making you a sought-after candidate for the top jobs in the field.

Course Sequence

Course ID	Course Name	Credits	Type	Min Gd
Suggested Freshman 1st Semester				
DMD 1013	Creativity and Design	3	Major	C
DMD 1043	3D I	3	Major	C
DMD 1053	Electronic Publishing: Indesign I	3	Major	C
DMD 2773	Image Editing: Photoshop I	3	Major	C
Suggested Freshman 2nd Semester				
DMD 1183	Computer Drawing: Illustrator	3	Major	C
DMD 1223	3D II	3	Major	C
DMD 1063	Evolution of Video Game Design Technology	3	Major	C
DMD 2783	Image Editing: Photoshop II	3	Major	C
Suggested Sophomore 1st Semester				
DMD 2223	3D III	3	Major	C
DMD 2733	3D Character Design and Animation	3	Major	C
CS 2433	Digital Media Scripting	3	Major	C
DMD 2803	Portfolio Preparation and Presentation	3	Major	B

Course Grouping

Major Courses:

DMD 1013*; DMD 1053*; DMD 1063*; DMD 1183*; DMD 1043*; DMD 1223*; DMD 2223*; DMD 2733*; DMD 2773*; DMD 2783*; CS 2433; DMD 2803**

General Education Courses:

None

Life Skills Courses:

None

Support Courses:

None

*(C) A grade of "C" or higher must be achieved

***(B) A grade of "B" or higher must be achieved

Program Notes

Notes: A Certificate of Mastery program is designed to meet the needs of an individual who wants to enter the job market following the completion of the certificate.

Degree Program Course Descriptions

CS 2433 - Digital Media Scripting

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures; Math 0203 or adequate math placement test score.

3 Credits Students will develop both technical skills and creative techniques in a project-based learning environment. The student will learn to script in icon-based and command-based authoring languages to create interactive digital media and online applications. This course satisfies the computer proficiency requirement.

DMD 1013 - Creativity and Design

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits This course combines theory and problem-solving assignments to introduce students to the main concepts of creativity and design. Throughout this course students will exam the principles of design and critical thinking skills that lead to creative solutions. Within this collaborative learning environment students will complete hands on activities that stimulate innovation and promote life long learning.

DMD 1043 - 3D I

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits The student aspiring to become an artist, designer or other professional using 3D computer graphics will be able to create, generate or integrate 3D computer graphics. The student will demonstrate a fundamental understanding of how the computer can be used to create 3D computer renderings. These renderings could be related to either technical design, fine art or applied art. Emphasis will be on using application software (primarily 3D modeling and rendering programs) in the development of modeling logos, 3D scenes, textures, lighting, atmosphere effects, and basic animation.

DMD 1053 - Electronic Publishing: Indesign I

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits Students will demonstrate proficiency in using the Macintosh computer in the production of various types of printed material. In addition, they will demonstrate skills in specifying typography, importing photos and artwork into documents, the application of design principles, and preparing documents for the commercial printing process.

DMD 1063 - Evolution of Video Game Design Technology

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits This course provides a historical and critical approach to the evolution of computer and video game design from its beginnings to the present. The student will learn the history of the industry and its continuing trends. Through analysis and example the student will learn why people play games, the game interface, design cycles, game genres, game-related technology and the possible futures of the industry.

DMD 1183 - Computer Drawing: Illustrator

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits Students will demonstrate knowledge of vector illustration techniques using Adobe Illustrator software. Students will also create and edit graphic objects and type, select various menu commands, and use keyboard shortcuts.

DMD 1223 - 3D II

Prerequisites: DMD 1043 or by evaluation

3 Credits This course will introduce students to the concepts and tools used to create 3D games. Using current 3D applications, students will build, texture, and sculpt models for use in movies and games that reflect the design mechanics of historical games.

DMD 2223 - 3D III

Prerequisites: DMD 1223 or by evaluation

3 Credits This course will introduce students to the concepts and tools used to create levels for games. The course will incorporate level design, environment theory, concepts of linear and non-linear game balance, low and high polygon modeling, play testing and storytelling. Using user-friendly toolsets based on current industry title game engines, students will build and test "modifications" (MOD) levels that reflect design concepts.

DMD 2733 - 3D Character Design and Animation

Prerequisites: DMD 2533

3 Credits This is a support-oriented course in which the student will learn and use skills specific to creating 3D character models and character animation in the fields of television, movies, advertising, multimedia, and gaming. Emphasis of the course will be on advanced modeling techniques in the creation of a seamless 3D character design of head, body, clothing, animation concepts in facial expression, internal skeleton control,

morphing, dialogue and lip sync, character posing, and locomotion. Discussion topics will include traditional animation techniques, body language, vocabulary, and character physics. This course will enhance the abilities of artists, designers, and other professionals using 3D computer created, generated, or integrated graphics.

DMD 2773 - Image Editing: Photoshop I

Prerequisites: ENGL 0203, adequate placement score, or by meeting determined placement measures

3 Credits The student will demonstrate knowledge of the tools and functions of Photoshop software program. The student will complete projects which indicate an understanding of image retouching and manipulation, color correction, image sharpening, RGB color, CYMK color, separations, channels, paths, and filters.

DMD 2783 - Image Editing: Photoshop II

Prerequisites: DMD 2773

3 Credits The student will demonstrate knowledge of more advanced functions of the Photoshop software program. Student proficiency will be demonstrated by successfully completing projects which require skills in advanced techniques in selection, layering, color correction, and image manipulation.

DMD 2803 - Portfolio Preparation and Presentation

Prerequisites: DMD 1013; DMD 1053; DMD 1183; AND DMD 2783

3 Credits The student will prepare a professional portfolio for presentation and evaluation. The portfolio will include a resume, matted projects and other pieces that demonstrate the student's ability to apply skills and techniques acquired in the program.