



Collegial Consultation for Game Design Foundation Certificate

From FRIA_CHRIS <FRIA_CHRIS@smc.edu>

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 1 attachment (327 KB)

0614.20_Game Design Fundamentals_Santa Monica_May24-Aug24.pdf;

Hello LARC Voting Members and Faculty,

This purpose of this email is to serve as collegial consultation as Santa Monica College is submitting for a new certificate program, Game Design Foundation. The application will be a Program Recommendation on the June meeting agenda.

The attached LMI report met program endorsement criteria, most importantly supply gap and living wage. The proposed certificate differs from many of the other established programs in this field as we are combining our existing game design curriculum with the courses required for transfer into the Interaction Design baccalaureate program at SMC. The resulting program will have a strong focus on User Experience (UX) and User Interface (UI) design in addition to traditional game design. This is based on student interest within the IxD program as well as on multiple discussions with our advisors regarding specific needs within the game industry.

REQUIRED COURSES (33 Units):

DES 12: Typography 1, 3 Units
DES 13: Digital Design Tools, 3 Units
DES 23: User Experience Design 1, 3 Units
DES 24: Web Design 1, 3 Units
DES 33: User Experience Design 2, 3 Units
GAME 1: Game Design Fundamentals, 3 Units
GAME 2: Game Mechanics, 3 Units
GAME 3: Fundamentals of Unreal Engine, 3 Units
GAME 10: Game Design Studio 1, 3 Units
GAME 20: Game Design Studio 2, 3 Units
GAME 30: Game Design Studio 3, 3 Units

SUGGESTED ELECTIVE (3 Units):

CS 34A: Game Programming 1, 3 Units
DESIGN 42: Information Design, 3 Units
DMPOST 21: Digital Audio for Games, 3 Units
GR DES 75: Mobile Design 1, 3 Units

36 UNITS TOTAL

We hope that you will be in support of this new program. Please contact me if you have any questions or concerns.

Thank you,

Chris Fria

Assistant Chair, Design Technology Department

<https://www.smc.edu/cmd>

