



DEGREE - CODE #2920

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The game and interactive design (AS) program will offer a hands-on, studio-based approach to design, programming, and storytelling. Course work covers the breadth of interactive design from AAA (triple A) game titles to the interactions of application interfaces. Skills developed in the program are applicable to the growing fields of user experience (UX) design, application design, web design, data visualization and interactive entertainment. The program will develop foundational skills, yet provide versatility and flexibility in the graduating student, allowing employment opportunities to expand well beyond a singular field of design.

ADVANTAGES

Graduates of the game and interactive design Associate in Science (AS) program will possess the skills and technical knowledge base necessary to be proficient and capable in both the design and development of interactive media. They will be prepared for entry-level positions in the fields of experience (UX) design, application design, web design, data visualization, and interactive entertainment, as well as prepared for transfer to a bachelor's-level program.

OCCUPATIONAL OPPORTUNITIES

- Game design
- UX (user experience design)
- Interactive entertainment
- Application design
- Data visualization
- Web design

EMPLOYMENT STATISTICS

No data available.

RELATED PROGRAMS

- [Digital Media and Animation](#)
- [Graphic and Media Design](#)
- [Information Technology: Web Development](#)

ENTRANCE REQUIREMENTS/RECOMMENDATIONS

Required: Algebra, Geometry

Recommended: Algebra 2, Physics

REQUIRED EQUIPMENT

A tier 4 or Apple MacBook Pro laptop computer is required for students entering the game and interactive design program. Laptop specifications are available at www.alfredstate.edu/required-laptops.

A typical day consists of two, one-hour lectures and a two-hour studio in the freshman and sophomore years. At the junior and senior levels, three-hour studios are required.

TYPICAL FOUR-SEMESTER PROGRAM

First			
DGMA	1403	Digital Foundations I	3
CISY	1113	Computer Programming I	3
COMP	1503	Freshman Composition	3
FNAT	1403	Survey of Interactive Media	3
GLST	2113	Global Perspectives:Spcl Topic	3
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Second			
DGMA	2403	Introduction to 3D Animation	3
DGMA	4103	Interactive Design	3
MATH	xxx3	Gen Ed/Math Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
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Third			
DGMA	3703	2D Game Design	3
CISY	2133	Computer Programming II	3
PHYS	1044	College Physics I	4
FNAT	2333	Survey of Design	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
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Fourth			
DGMA	4303	3D Game Design	3
FNAT	3513	Art History II	3
COMP	3603	Writing for Emergent Media	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
SPCH	xxx3	Effective Speaking or Equivalent	3
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