



Interactive Media: Video Game Art and Animation Associate of Applied Science (A.A.S.)

2018–2019

DESCRIPTION:

The Video Game Art and Animation A.A.S. degree program covers the core disciplines for video game art production. Students are provided the foundation in key areas that impact this field, including time-based production, storytelling, a survey of the video game industry, traditional animation, etc. With this foundation, the remainder of the program focuses on 3D character and environment production, audio integration, and game development skills conducted through 2D and 3D software as well as various scripting and programming languages. Students will ultimately work on team-based game projects that expose them to the video game production process. For more information, see csc.edu/academics/departments/interactive-media.

ADMISSION REQUIREMENTS:

This is a non-selective, open-admission program.

ONGOING REQUIREMENTS:

It is highly recommended that students purchase a Mac or a PC machine with higher end RAM, hard drive space, and processor speed. It is also recommended that an art tablet (Wacom Intuos Pro, or similar) be purchased. Students must maintain minimum overall GPA required by the College.

OPPORTUNITIES FOR GRADUATES:

Career:

Columbus, Ohio currently has an 11% year over year growth in this industry. Some common job titles include level designer, environment artist, character artist, concept artist, animator, technical animator, effects specialist, and lighting specialist.

Transfer:

We currently have no formal articulations for this degree, but we have many informal agreements, and our students have received credits when they have transferred to Columbus College of Art and Design, Ohio University, and Shawnee State University.

DEGREE REQUIREMENTS (INTERACTIVE MEDIA: VIDEO GAME ART AND ANIMATION):

FIRST SEMESTER

Course	Term	Credits	Milestones/Progress Check
IMM 1115 Survey of Gaming Industry	AU/SP/SU	3	
IMM 1201 3D Modeling	AU/SP/SU	4	
COLS 1100 First Year Experience Seminar	AU/SP/SU	1	
DDG 1525 Storyboarding	AU/SP/SU	3	
MATH 1104 Mathematical Concepts for Business	AU/SP	3	
Semester Credits		14	

SECOND SEMESTER

Course	Term	Credits	Milestones/Progress Check
IMM 1116 Storytelling for Games	AU/SP/SU	3	
IMM 1202 3D Modeling	AU/SP/SU	3	
DDG 1860 2D Animation	AU/SP	3	
DDG 1870 Fundamentals of Design for Animation	AU/SP	3	
DDG 2650 Digital Painting	AU/SP/SU	3	
Semester Credits		18	

THIRD SEMESTER

Course	Term	Credits	Milestones/Progress Check
NAT Elective (select from approved GE-NAT list)	SP	3	• 3/4 of the Associate of Arts degree completed
HUM Elective (select from approved GE-HUM list)	AU/SP	3	
SBS Elective (select from approved GE-SBS list)	SP	3	
Semester Credits		9	

FOURTH SEMESTER

Course	Term	Credits	Milestones/Progress Check
IMM 2201 3D Modeling*	AU/SP	3	
IMM 2370 Interactive Animation*	AU/SP	3	
IMM 2601 Game Development I*	AU/SP	2	
ENGL 1100 Composition I*	AU/SP/SU	3	
MKTG 1120 Branding *	AU/SP/SU	3	
Semester Credits		14	

FIFTH SEMESTER

Course	Term	Credits	Milestones/Progress Check
IMM 2390 Interactive 2D Games	AU/SP	3	
IMM 2603 Collaborative Project	AU/SP	2	
IMM 2710 Interactive Portfolio	SP	3	
IMM 2802 IMM Seminar	AU/SP/SU	1	
IMM 2902 Interactive Media Practicum	AU/SP/SU	1	
IMM Technical Elective (select from approved electives: IMM2621 Adobe Muse and IMM 2622 WordPress)	AU/SP/SU	3	
Semester Credits		13	
Total		54	

*Satisfies technical requirement for degree; AU: Autumn Semester/SP: Spring Semester/SU: Summer Semester