



CURRICULUM GUIDE

2024-2025

VIDEO GAME DEVELOPMENT

Certificate of Achievement in Video Game Development

INTEREST AREA: ARTS AND CREATIVE INDUSTRIES

The Certificate of Achievement in Video Game Development is designed to provide students with strong foundational skills in video game design and video game development. Students graduate with the competencies needed to apply for entry-level positions in video game design; animation, medical, and scientific visualization; motion pictures and visual effects; and visual simulation fields; and acquire transfer credit to continue their studies at baccalaureate institutions.

Requirements for Certificate of Achievement

- a) Complete Major Field courses.
- b) Complete at least six units at Ohlone College.
- c) Maintain a 2.0 grade point average in Major Field courses.

Student Learning Outcomes

1. Demonstrate an understanding of video game terminology and processes.
2. Produce game assets including 3D models and animations for video games.
3. Demonstrate the technical and creative skills required to produce games.
4. Plan and develop projects from concept through to completion.
5. Construct projects in a team environment while following production practices employed in the video game industry.

MAJOR FIELD

		Units
DAID-102	History of Games and Play OR	3.0
DAID-104B	User Interface Design	(3.0)
DAID-118	Introduction to Game Design	3.0
DAID-119	Video Game Development	3.0
DAID-122	3D Modeling	3.0
DAID-123	Textures for 3D OR	3.0
DAID-124	Digital Sculpting	(3.0)
DAID-125	3D Animation	<u>3.0</u>
Total Required Units:		18.0