

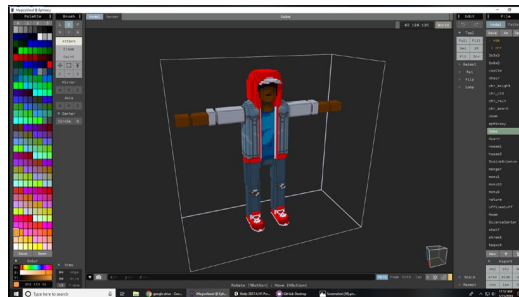
Hostos **GAME DESIGN** **DESIGN** PROGRAM



The **A.A.S. degree in Game Design** at Hostos encourages the exploration of art, design, animation and code for game development, encompassing a broad range of experiences from analog to digital game design, entertainment to non-entertainment fields, using industry-standard animation and game production tools in order for students to become art and design professionals. Students are also engaged in critical game analysis and systems thinking to establish a foundational background in games.

Hostos was the first public college in New York to offer a game design degree and currently the **only one of its kind** within CUNY or SUNY. Students follow a project-based curriculum culminating in a final capstone project, featuring original art and design work, which also acts as a portfolio piece. Our students receive thorough preparation for transfer into bachelor's programs at leading design and animation programs, including those in CUNY and SUNY.

Women, LGBTQ+, disabled and neurodiverse folks, non-native English speakers and other marginalized students are welcome in this inclusive design community.



LIST OF HOSTOS GD COURSES

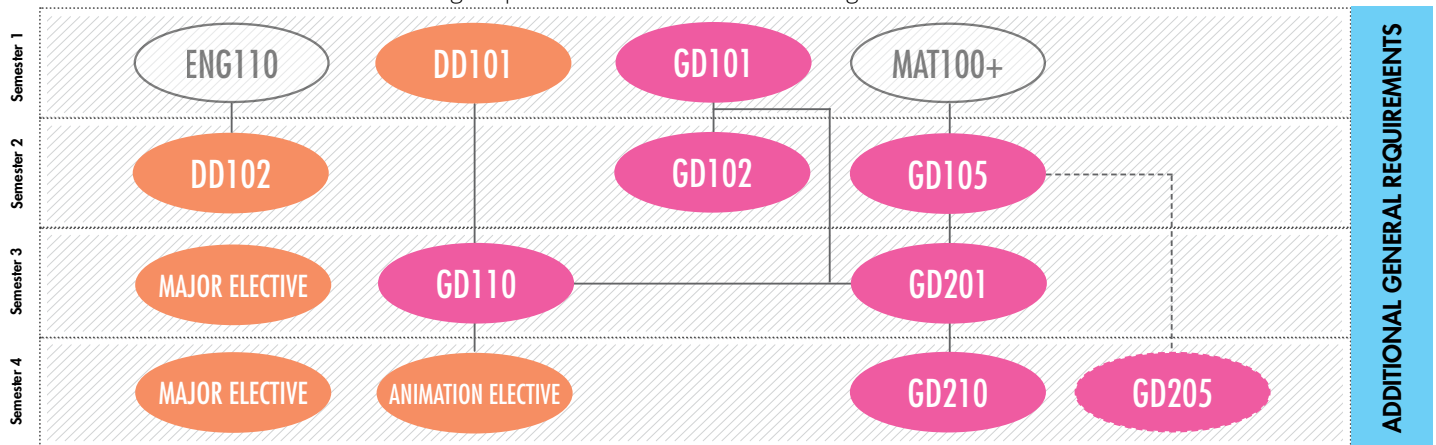
- GD101 Introduction to Games
- GD102 Beyond Games
- GD105 GP I (Code for Art & Design)
- GD110 Visual Design for Games
- GD201 Digital Games
- GD205 GP II (Code for Games, elective)
- GD210 Game Studio

ELECTIVES / RELATED COURSES

- DD107 Concepts in Animation
- DD108 Visual Narrative
- DD111 Intro to Sound Design
- DD112 Web Design I
- DD113 Intro to Motion Graphics
- DD202 Video Production
- DD207 3D Computer Animation I
- DD307 3D Computer Animation II
- DD202 Video Production
- DD302 Web Design II
- CSC215 Modern Programming
- VPA121 Painting & Drawing

SAMPLE PROGRESSION FOR GAME DESIGN A.A.S. DEGREE PROGRAM AT HOSTOS

This degree plan is for new students entering in Fall 2020 onward.



Do I need to be good at playing games to be an awesome game designer?

Not at all—games are a creative medium for expressing ideas, feelings, and experiences. People from all backgrounds can design and develop a game from the ground up. Why not give it a shot?

What kinds of courses are students required to take?

Students take a variety of courses in visual art and design, analog and digital game design, as well as coding and more. In order to implement their designs, students in the Game Design Program will develop knowledge on a diverse set of topics, such as game art, graphic design, code, sound design and writing.

Do I really need to take code courses to become a game developer?

Code skills can be very valuable for game developers. Students need to take at least one code course aimed at artists and designers. The introductory code courses take a soft, accessible approach to coding, in which the class works together to turn ideas into reality.



CONTACT PROF. JUNO MORROW WITH ADDITIONAL QUESTIONS
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FOR MORE INFORMATION, CHECK OUT THE GAME DESIGN PROGRAM STUDENT HANDBOOK
TINYURL.COM/GAMEDESIGNHANDBOOK