GAME DESIGN

The purpose of the certificate program in game design is to provide interested students with the theoretical knowledge and practical experience needed to program computer games at the professional level. The core courses included in this program are taught from a software engineering perspective and also include game programming techniques. The elective courses are intended to allow students to strengthen their software engineering backgrounds and to explore advanced areas of computer science important to game programmers. (12 credit hours)

Certificate offered on Campus and via Distance Learning

Required Core Courses

Code	Title	Credit Hours
CIS 587	Computer Game Design and Implementation	3
CIS 588	Computer Game Design II	3

Additional Coursework

Code	Title	Credit Hours
Complete 2 courses from the following (6 credits):		
CIS 515	Computer Graphics	3
CIS 535	Wireless Technologies and Pervasive Computing	3
CIS 552	Information Visualization and Virtualization	3
CIS 553	Software Engineering	3
CIS 577	S/W User Interface Dsgn&Analys	3
CIS 579	Artificial Intelligence	3
ECE 5251	MM Design Tools I	3