

Video Game Developer Certificate

Program Description

The Video Game Developer certificate focuses on providing students with skills in high level object oriented programming. Applications used for skill development are 2-D and 3-D video game applications for use on PCs, MACs, Smartphones, the Web, and commercial video game consoles.

Program Contacts

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Program Outcomes

Upon successful completion of the Video Game Developer Certificate program, the learner will be able to:

1. Use professional programming development environment (IDE) tools to create and test object oriented programs. (VGD171, VGD172, VGD122)
2. Apply refined programming concepts to game structure and assets to create a functional 3D Video game. (VGD121, 122, VGD172)
3. Create code that incorporates elementary artificial intelligence into game coding. (VGD122, VGD172)
4. Create video games suitable for use in instructional settings. (VGD122)
5. Create games for use on Smartphones and the Web. (VGD121, VGD122)
6. Use professional quality software tools to create object models for use in 3D video games. (VGD151, VGD152)

Program Requirements

A minimum of 18 credit hours is required to complete the Video Game Developer Certificate.

Course	Course Title	Credit Hours
VGD121	Vid Game Dev/Game Engines I	3
VGD122	Vid Game Dev/Game Engines II	3
VGD151	3D Modeling and Animation I	3
VGD152	3D Modeling and Animation II	3
VGD171	Video Game Development I	3
VGD172	Video Game Development II	3