

# GAME DESIGN AND INTERACTIVE MEDIA, AOS

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The AOS program is a professional degree designed for high school graduates and adults with or without previous college experience. This is an intensive, two-year, all art-and-design-based curriculum, offering a strong foundation in design along with capstone courses, internship opportunities, and a professional portfolio upon graduation. The program attracts highly motivated students who, upon completing their studies, move quickly into the fields of graphic design, advertising, illustration, web design, game design, package design, and publishing, as well as an array of interactive media fields.

Course	Title	Credits
<b>Semester 1</b>		
ASFD-143	Drawing I	3
ASCG-101	UI/UX Interactive Media I	3
ASGM-101	Collaborative Game Design	3
ASGM-102	Game Analysis and Strategy	3
ASGM-103	Storytelling and Interactive Narrative Design	3
ASGM-104	Animation and Motion Graphics I	3
<b>Credits</b>		<b>18</b>
<b>Semester 2</b>		
ASGM-105	3D Modeling and Animation I	3
ASGM-121	Object-Oriented Programming	3
ASGM-122	Game Production I	3
ASGM-123	Immersive Sound Design	3
ASCG-201	UI/UX Interactive Media II	3
<b>Credits</b>		<b>15</b>
<b>Semester 3</b>		
ASGM-201	Mobile Gaming	3
ASGM-204	Animation and Motion Graphics II	3
ASGM-205	3D Modeling and Animation II	3
ASGM-206	Advanced Worldbuilding	3
ASGM-207	Serious and Subversive Games	3
ASGM-222	Game Production II	3
<b>Credits</b>		<b>18</b>
<b>Semester 4</b>		
ASGM-240	Interactive Media Portfolio	3
ASGM-242	Game Production III	3
ASGM-243	Collaboration Studio	3
ASGM-245	Mobile App Design	3
All Institute Elective		3
<b>Credits</b>		<b>15</b>
<b>Total Credits</b>		<b>66</b>