CERTIFICATE - GAME DESIGN

GV 208	3D Modeling I	3
XR 150	Intro to Game Design and Development	3
XR 292	Game Engines I	3
Choose one of the following:		3
GV 257	Animation and Motion Design I	
GV 308	3D Modeling II	
GV 357	Animation and Motion Design II	
XR 392	Game Engines II	
Total Hours		**12**

* Candidates for the Game Design certificate are required to complete a minimum of 12 semester credit hours and maintain a cumulative 2.0 within the certificate coursework. A maximum of 6 credits from courses specifically identified by unique course numbers within the candidates major may be applied to the certificate.