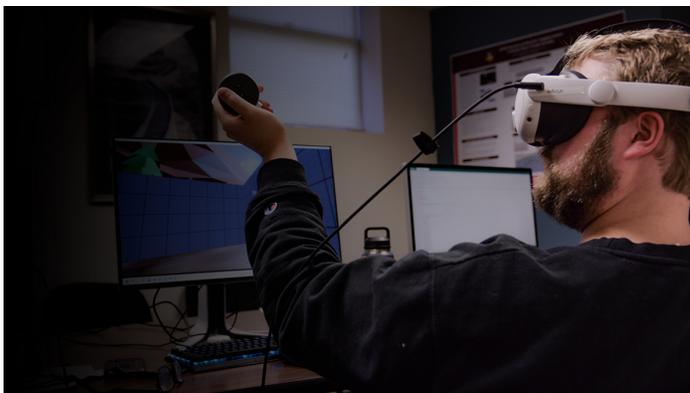# Game Design and Development Certificate

The Game Design and Development Certificate blends computing, user experience, and digital art through hands-on activities. Students learn industry-standard game development while building practical skills in programming, artificial intelligence, 3D graphics, animation, and human-computer interaction—preparing them for careers not just in games, but also in VR/AR, filmmaking, industrial design, and serious games for education, training, healthcare, and behavior change.

"Through hands-on projects, I went from learning core concepts in class to building fully functional software with real technical challenges. During my internship and capstone, I worked on developing VR/AR classroom software—something I had very little experience with before starting the Software Engineering program. These classes pushed me outside my comfort zone and gave me the confidence and skills to build things I wouldn't have even known how to start before." — Camden Schwarzkopf '25, Bismarck, ND

Code	Title	Credits
Required Courses		
ART 115	Introduction to Digital Media	3
ART 122	Two-Dimensional Design	3
ART 335	3D Computer Graphics	3
SE 110	Discovering Computing	3
SE 212	Software Engineering Approach to Human Computer Interaction	3
CSCI 277	Game Development	3
Total Credits		**18**