



Game Design Certificate

This program map represents one possible path for completing this program. **Please see a counselor** to create an educational plan that is customized to meet your needs. This path is not a guarantee of course availability or financial aid applicability.

Catalog: 2025-26

Total Units: 21

First Year

Semester 1

9 Units

CAT.	COURSE	TITLE	UNIT
Maj	ANIM 301	Animation I	3
Maj	GAME 301	Video Game Design	3
Maj	DDSN 331	Digital Imaging I	3

Semester 2

6 Units

CAT.	COURSE	TITLE	UNIT
Maj	ANIM 302 ⁺	Animation II	3
Maj	MODL 301	3D Modeling I	3

+Prerequisite for ANIM 302: ANIM 301 with a grade of "C" or better

Second Year

Semester 3

3 Units

CAT.	COURSE	TITLE	UNIT
Maj	MODL 302 ⁺	3D Modeling II	3

+Prerequisite for MODL 302: MODL 301 with a grade of "C" or better

Semester 4

3 Units

CAT.	COURSE	TITLE	UNIT
Maj	GAME 303 ⁺	Video Game Level Design	3

+Prerequisite for GAME 303: GAME 301 and MODL 302 with grades of "C" or better (GAME 303 is only offered during the spring semester)

Legend

- **(H)** - Honors
- **Elec** - Elective
- **GE** - General Education
- **Maj** - Required Core
- **ME** - Major Elective

Disclaimer

Every effort has been made to ensure that what is listed in the SCC Program Paths are accurate. The courses, the course sequencing, and the programs are subject to change without notice by the administration of the Los Rios Community College District and Sacramento City College at the discretion of the district and Sacramento City College. Further, Sacramento City College reserves the right to amend any course or program.

PLEASE SEE AN SCC COUNSELOR.

Certificate of Achievement Requirements

Certificates of Achievement require a grade of "C" or better in each major course.

Important Links

- [SCC General Counseling](#)
- [Design & Digital Media](#)
- [Arts & Communication Meta Majors](#)