

# GAME DESIGN, CERTIFICATE

## REQUIREMENTS

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The Game Design certificate program includes both required and elective coursework for a minimum of 18 credits. All coursework must be taken for a letter grade. At least 10 credits of the certificate must be earned in residence at UW–Madison.

Students must have an overall 2.5 GPA in Game Design Certificate coursework upon completion of the certificate.

Code	Title	Credits
<b>Required Courses</b>		
CURRIC 277 or CURRIC 576	Videogames & Learning Topics in Game Design	3
CURRIC 357	Game Design I	3
CURRIC 432	Game Design II	3
ART 107	Introduction to Digital Forms	3
<b>Computer Science Elective</b>		
Select one of the following:		3
COMP SCI 200	Programming I	
COMP SCI 220	Data Science Programming I	
COMP SCI 300	Programming II	
<b>Arts Elective</b>		
Select one of the following:		3-4
ART 428	Digital Imaging Studio	
ART 429	3D Digital Studio I	
ART 529	3D Digital Studio II	
ART 563	Graphic Design for Games	
ART 629	3D Digital Studio III	
THEATRE 230	Environment Design for Games and other Virtual Storytelling Spaces	
<b>Total Credits</b>		<b>18</b>

### CERTIFICATE COMPLETION REQUIREMENT

This undergraduate certificate must be completed concurrently with the student's undergraduate degree. Students cannot delay degree completion to complete the certificate.