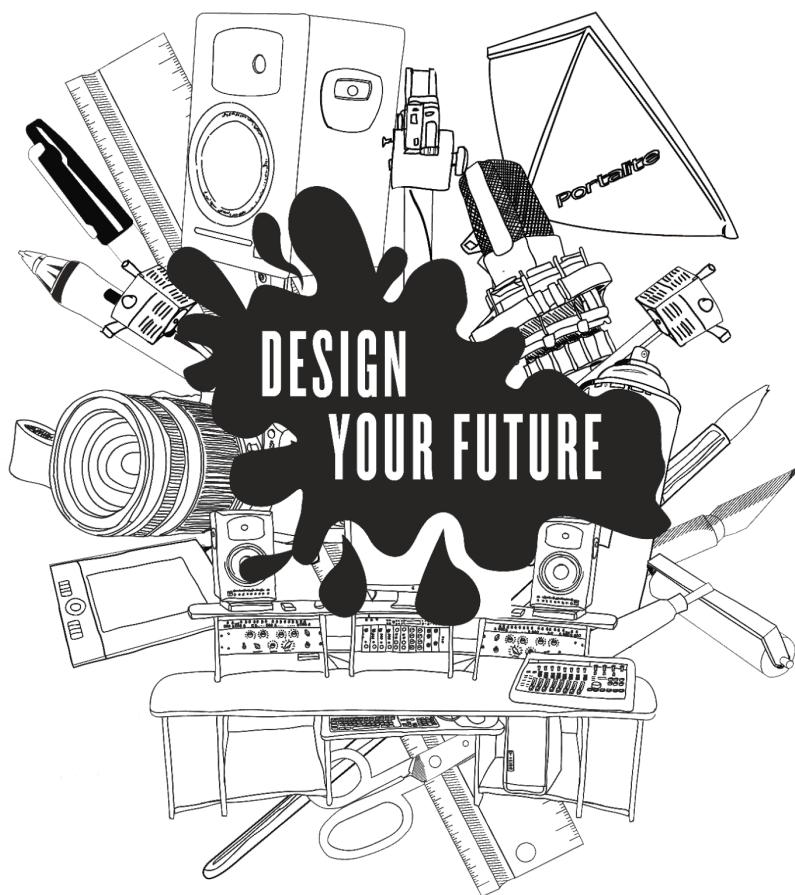


# MEDIA DESIGN STUDENT HANDBOOK

Eugenio María de Hostos Community College



<b>General Welcome to Media Design</b>	<b>5</b>
History of the Media Design Programs at Hostos	5
Hostos MDP at a Glance	5
All Majors Meeting	5
<b>A.A.S. Digital Design and Animation</b>	<b>6</b>
Program Description	6
Program Course Requirements + Advising Materials	7
Portfolio Review Info	9
Digital Design & Animation Professional Organizations	9
Digital Design & Animation Transfer Pathways	10
<b>A.A.S. Digital Music</b>	<b>10</b>
Program Description	10
Program Course Requirements + Advising Materials	12
Portfolio Review Info	13
Professional Organizations	13
Digital Music Transfer Pathways	13
<b>A.A.S. Game Design</b>	<b>15</b>
Program Course Requirements + Advising Materials	17
GENERAL EDUCATION REQUIREMENTS	17
Capstone Project	18
Spring Scramble Info	18
Professional Organizations	18
International Game Developers Association	18
Game Design FAQ	20
Game Design Survey	22
Game Design Transfer Pathways	23
Local Transfer Options	23
Where to Go After Hostos Poster from the Game Design Design Club	25
<b>Individual Course Descriptions</b>	<b>26</b>
DD Classes	26
DD 101 Introduction to the Digital Toolbox	26
DD 102 Media Design in the Digital Age	26
DD 103/VPA 133: Digital Photography	26
DD 104 Color Theory & Design	26
DD 105 2D Design	27
DD 106 Introduction to Usable Design	27
DD 107 Concepts in Animation	27
DD 108 Visual Narrative	27
DD 111 Introduction to Sound Design	27
DD 112 Web Design I	27
DD 113 Motion Graphics and Animation Production	28
DD 114 Digital Illustration I	28

DD 201 Communication Design	28
DD 202 Video Production	28
DD 203 Digital Photography for Design	28
DD 204 Typography I	28
DD 205 3D Design	28
DD 207 3D Computer Animation I	29
DD 208 Sound Design in Context	29
DD 298 – Independent Study	29
DD 299 – Independent Study	29
DD 301 Digital Illustration II	29
DD 302 Web Design II	29
DD 305 2D Computer Animation	29
DD 307 3D Computer Animation II	30
<b>DM Classes</b>	<b>30</b>
DM 103 History of Electronic Music	30
DM 106 Introduction to Recording Techniques	30
DM 201 Synthesizers, Sampling, & MIDI Production	30
DM 202 Sound Lab 1	31
DM 205 Sound Design	31
DM 206 Production 1	31
DM 298 Independent Study	31
DM 299 Independent Study	31
DM 301 Sound Lab 2	31
DM 310 Sound as Story	31
DM 315 Sound Design in Context	32
DM 316 Production 2	32
<b>GD Classes</b>	<b>32</b>
GD 101 Introduction to Games	32
GD 102 Beyond Games	32
GD 105 Game Programming I	33
GD 201 Digital Games	33
GD 205 Game Programming II	33
GD 210 Game Studio	33
GD 298 Independent Study I	33
GD 299 Independent Study II	33
<b>MUS Courses</b>	<b>34</b>
MUS 101 Fundamentals of Music Theory at the keyboard	34
MUS 102 Music Theory & Ear Training I	34
MUS 114 History of the Film Score	34
MUS 116 World Music	34
MUS 118 History of Western Musical Styles	34
MUS 207 Theory & Ear Training II	34
<b>Related Courses</b>	<b>35</b>
BLS 161 The Hip Hop Worldview	35

CSC 215 Modern Programming* (Formerly MAT 215)	35
LAC 262 History of Latin America & Caribbean Music	35
VPA 121 Painting & Drawing I	35
VPA 122 Painting & Drawing II	35
VPA 133 Digital Photography I	35
VPA 134 Digital Photography II	36
BUS 101 Introduction to Business for the Digital Entrepreneur	36
<b>Advising</b>	<b>37</b>
Accelerated Study in Associate Programs (ASAP)	37
Student Success Coaching Unit (SSCU)	38
FAQs	39
<b>Faculty and Staff Bios</b>	<b>40</b>
Full-time Faculty	40
Full-time Staff	43
Part-time Faculty	44
<b>Facilities</b>	<b>53</b>
Spring 2019 Lab/Equipment Room Hours	53
<b>Scholarship Opportunities and Community Organizations</b>	<b>54</b>
Phi Theta Kappa Honor Society	54
Colmena Design (formerly The Hive Cooperative)	54
<b>Program Initiatives</b>	<b>56</b>
DUM-D Animation Festival	56
<b>Clubs</b>	<b>57</b>
eSports Club	57
Music Club	57
Digital Collective	57
Video Game Club	57
Game Design Club	57
<b>Additional Resources</b>	<b>58</b>
Writing Intensive Information	58
Pathways Approved Flexible Common Core	60
NYC Game Scene Events	60
Game Development Links for Students	61
GDC Scholarships	61
Game Development Tools and Resources	61
<b>Game Engines</b>	<b>62</b>
HTML5 / Javascript	62
Frameworks and Libraries	63
<b>Tools</b>	<b>63</b>
3D Modeling	63
2D and Vector Graphics	63

Animation	64
Other Graphic Tools	64
Coding	64
IDEs	64
Source Control	64
Audio and Music	65
Middleware	65
Task Management	65
Graphical	65
Text-based	66
Assets	66
3D Models	66
Textures / 2D Art	66
Audio	66
Fonts	67
Public Domain	67
Board Games	67
Miscellaneous	67
Unity tools	67
Other	67

# General Welcome to Media Design

Welcome!

The Hostos MDU offers affordable, high quality 60-credit media design degrees. It was created to help a diverse population of students learn the skills necessary to work in commercial arts and design fields.

Our program places emphasis on networking our students with industry professionals, preparing our students with the necessary technical skills in their chosen field, and teaching our students how to be creative, expressive, proactive, responsible and disciplined professionals. MDU offers associate degrees in Music, Digital Design and Animation, and Game Design.

MDU faculty consists of working professionals in their field. Our teaching roster includes game designers, audio engineers, show runners, award winning filmmakers, design studio owners and exhibiting fine artists.

## History of the Media Design Programs at Hostos

- 2010 Game Design degree program first proposed
- 2012 Game Design majors first accepted into the program
- 2013 Game Lab opened up
- 2014 First Game Design students graduated

## Hostos MDP at a Glance

Hostos Community College's Media Design Programs include 3 A.A.S. degree programs. Click the program you would like to know more about.

- [AAS Game Design](#)
- [AAS Digital Design & Animation](#)
  - Digital Design Track
  - Animation Track
- [AAS Digital Music](#)

## All Majors Meeting

A gathering of all Media Design Majors each semester where students are informed of program requirements, relevant services, and events.

All enrolled majors are required to attend this meeting, which usually takes place once per semester in the Savoy Multipurpose Room (D-building). If you have a legitimate excuse, you must complete the form below before the day of the event.

<http://tinyurl.com/eventconflict>



## A.A.S. Digital Design and Animation

### Program Description

#### Digital Design & Animation | Mission Statement

The Digital Design & Animation program at Hostos has been developed to encourage exploration of the media arts as a viable vocation. This exploration encompasses an examination of contemporary design tools, contemporary techniques, iterative practices, and user centric approaches in order to develop students into design professionals. These students are also engaged in the investigation of important historical and ethical issues in order to contextualize media development's role in society. An emphasis on communication is foundational here, with focus placed upon writing and presentation skills across the curriculum. Ultimately students in the program gain a wider awareness of vocational opportunities in fields related to media development in order to plot a trajectory for professional success. Most importantly students enrolled in the Hostos Digital Design & Animation program receive

thorough preparation for transfer into bachelors programs at all the leading art and design schools in America including those at the City & State Universities of New York.

#### Digital Design & Animation | Student Learning Outcomes

- Produce a body of work suitable for seeking professional opportunities in their chosen field of media and design.
- Solve creative problems within their field of media and design, including research and synthesis of technical, aesthetic, and conceptual knowledge.
- Gain experience in collaborative work methodologies in preparation for careers in media and design.
- Communicate their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.
- Execute technical, aesthetic, and conceptual decisions based on media awareness and user-centered design principles.
- Evaluate work in their field, including their own work, using professional terminology and the vocabulary of design.
- Recognize the influence of media culture and aesthetic trends in art and design.
- Learn the professional skills and behaviors necessary to compete in the global marketplace for media and design.

# Program Course Requirements + Advising Materials

## HOSTOS MEDIA DESIGN PROGRAMS DD&A SUGGESTED COURSE PROGRESSION

INTRO	INTERMEDIATE	ADVANCED	ELECTIVE
Take these classes during <b>Semesters 1-2</b>	Take these classes during <b>Semester 3</b>	Take these classes during <b>Semester 3 or later</b>	Take these classes during <b>Semester 3 or later</b>
<b>DESIGN TRACK REQUIRED COURSES</b>			
VPA 121 Painting & Drawing	DD114 Digital Illustration	DD112 Introduction to Web Design	VPA133 Photography I
DD101 Intro to the Digital Toolbox	DD204 Typographic Principles	DD106 Usable Design	DD301 Adv Digital Illustration
DD104 Color Theory		DD201 Communication Design	DD307 Adv Maya
DD105 2D Design			DD302 Adv Web Design
			DD111 Introduction to Sound Design/ DM 106
			VPA134 Photography II
			DD205 3D Design
			DD113 Intro to Motion Graphics
			DD107 Concepts in Animation
			DD207 Intro to Maya
			GD101 Intro to Games
			MUS 101 (VPA151) Fund. of Music at the Keyboard
<b>ANIMATION TRACK REQUIRED COURSES</b>			
VPA 121 Painting & Drawing	DD114 Digital Illustration	DD205 3D Design	VPA133 Photography I
DD101 Intro to the Digital Toolbox	DD107 Concepts in Animation	DD113 Intro to Motion Graphics	DD301 Adv Digital Illustration
DD104 Color Theory		DD207 Intro to Maya	DD307 Adv Maya
DD105 2D Design			DD302 Adv Web Design
			DD111 Introduction to Sound Design/ DM 106
			VPA134 Photography II
			DD204 Typographic Principles
			DD112 Introduction to Web Design
			DD106 Usable Design
			DD201 Communication Design
			GD101 Intro to Games
			MUS 101 (VPA151) Fund. of Music at the Keyboard

General Education requirements ensure that our students graduate with a well-balanced education touching on a variety of areas of study.

## GENERAL EDUCATION REQUIREMENTS

- ENG110 Expository Writing
- ENG111 Literature & Composition
- MAT100 College Mathematics
- SPA/FRE/ITA Foreign Language
- PSY101 General Psychology or SOC101 Sociology
- BIO/ENV/CHE/PHY Natural Science
- Liberal Arts Electives [3-5 credits]
- Writing Intensive [ 2 courses ]

Major requirements introduce students to the design fundamentals such as composition and color, the tools of design such as the Adobe Creative Suite, and the history of media.

## MAJOR REQUIREMENTS

- VPA121 Painting & Drawing
- DD101 Introduction to the Digital Toolbox
- DD102 Media Design in the Digital Age
- DD104 Color Theory & Design
- DD105 2D Design

The individual Design and Animation track requirements give students the opportunity to develop their skills for their chosen career path. The design track focuses on designing for the page and screen while the animation track explores time-based media.

## DESIGN TRACK

- DD106 Intro to Usable Design
- DD112 Intro to Web Design
- DD114 Digital Illustration
- DD201 Communication Design
- DD204 Typographic Principles

## ANIMATION TRACK

- DD107 Concepts in Animation
- DD113 Intro to Motion Graphics
- DD114 Digital Illustration
- DD205 3D Design
- DD207 Intro to Maya

The elective offering allows students to explore new media, tools, and areas of study.

## ELECTIVES

- |                               |                                     |
|-------------------------------|-------------------------------------|
| VPA133 Digital Photography I  | DD301 Advanced Digital Illustration |
| VPA134 Digital Photography II | DD302 Advanced Web Design           |
| GD101 Intro to Game Design    | DD305 After Effects                 |
| DD202 Digital Video           | DM106 Intro to Rec Tech             |

*Animation Track courses can be electives for Design Students and vice versa*

## Portfolio Review Info



## Digital Design & Animation Professional Organizations

 <p>ASIFA АСИФА</p> <p><a href="#">Animation—International Animated Film Association (ASIFA)</a></p>	 <p>AIGA</p> <p>the professional association for design</p> <p><a href="#">Digital Design—AIGA</a></p>
 <p>igda</p> <p><a href="#">Game Design—IGDA</a></p>	 <p>AUDIO A ES</p> <p>Audio Engineering Society</p> <p><a href="#">Digital Music—AES</a></p>

## Digital Design & Animation Transfer Pathways



## A.A.S. Digital Music

### Program Description

The Digital Music program at Hostos has been developed to encourage the exploration of working with sound in media development as a viable vocation. This exploration encompasses an examination of contemporary audio production tools, recording techniques, and fundamentals of music in order for students to develop professionally. Students also are engaged in considering important historical and ethical issues in order to contextualize the role of music and sound production in media and society.

An emphasis on communication is foundational here, with focus placed upon writing and presentation skills across the curriculum. Ultimately students in the program gain a wider awareness of vocational opportunities in the audio field in order to plot a trajectory for professional success. Most importantly students enrolled in the Hostos digital music program receive thorough preparation for transfer into bachelors programs at all the leading recording arts colleges in America including those at the City & State Universities of New York.

#### Digital Music Student Learning Outcomes

- A greater awareness and understanding of sound and tonality.
- A body of work they have produced which is suitable for seeking transfer to bachelor's programs at other colleges and universities or entry-level opportunities for employment in their chosen field of professional audio engineering or music production.

- An understanding of digital as well as analog recording techniques including microphone placement, acoustic design, multi-track production, and sound treatment.
- The ability to solve creative problems within their field of audio engineering or music production, including research and synthesis of technical, aesthetic, and conceptual knowledge.
- Gained experience in collaborative work methodologies in preparation for careers in the media arts.
- The ability to communicate their ideas professionally in order to connect with an intended audience using aural, visual, and written presentation skills relevant to their field.
- A strong familiarity with technical, aesthetic, and conceptual options for media design decisions based on awareness of tonality, composition, fidelity and aesthetic principles.
- Comfortable ability to evaluate work in their field, including their own work, using professional terminology and the vocabulary of audio engineering, sound design, and media production.
- Strong familiarity with media culture as well as aesthetic trends in sound production in order to recognize their influence on contemporary media and society.
- A firm grasp of the professional skills and behaviors necessary to compete in the global marketplace as composers, audio engineers, and recording producers.

# Program Course Requirements + Advising Materials

General education requirements ensure that our students graduate with a well-balanced education touching on a variety of areas of study.

## **General Education Requirements**

ENG110 Expository Writing  
ENG111 Literature & Composition  
MAT100 College Mathematics (or higher, excluding MAT105)  
PSY101 General Psychology / SOC101 Sociology  
PHY105 Physics of Sound (or any equivalent Natural Science class)  
Liberal Arts Electives [3-5 credits]  
Writing Intensive [ 2 courses ]

Major requirements introduce students to the fundamentals of sound and the technology needed to create and edit it.

## **Major Requirements**

MUS101 Fundamentals of Music Theory at the Keyboard  
MUS102 Music Theory & Ear Training I  
MUS118 History of Western Musical Styles  
DM103 History of Electronic Music  
DM106 Intro to Recording Techniques  
DM201 Synth, Sampling & MIDI Production  
DM202 Sound Lab I  
DM205 Sound Design  
DM206 Production I DM206 Production I  
DM310 Sound as Story  
DM301 Sound Lab II  
DM315 Sound Design in Context  
DM310 Sound as Story  
MUS207 Music Theory & Ear Training II

The elective offering allows major electives [SELECT 2] students to explore different musical genres and cultural influences

## **Music Electives**

BLS161 Hip Hop World View  
MUS114 History of the Film Score  
LAC262 History of Latin American & Caribbean Music  
MUS116 World Music

## Portfolio Review Info



## Professional Organizations



**Audio Engineering Society**

[Digital Music—AES](#)

## Digital Music Transfer Pathways





## A.A.S. Game Design

### Program Description

The 60-credit A.A.S. degree in Game Design at Hostos has been developed to encourage the exploration of game design, game animation, game production, and game programming as a viable vocation. This exploration encompasses a broad range of experiences from analog to digital game design, entertainment to non-entertainment fields, as well as contemporary animation and game making tools in order for students to develop professionally. Students are also engaged in critical game analysis and logical thinking to establish a foundational background in games.

Effective communication in a professional environment is a focus of the program, with an emphasis on writing and presentation skills. Students in the program gain a wider awareness of vocational opportunities in fields related to game development in order to plot a trajectory for professional success. By using a project-based curriculum, students matriculate with a final capstone project that can serve as a portfolio piece. Most importantly, students enrolled in the Hostos Game Design program receive thorough preparation for transfer into bachelors programs at all the leading design and animation programs in the USA including those in the City & State Universities of New York.

### Program Learning Objectives

**PRODUCE** a body of work suitable for seeking transfer to bachelor's programs at other colleges and universities or entry-level opportunities for employment in their chosen field of game design.

**SOLVE CREATIVE PROBLEMS** within their field of game design & production, including research, prototyping, playtesting, assessment, development and synthesis of technical, aesthetic, and conceptual knowledge.

**DEVELOP** collaborative work methodologies in preparation for careers in the media arts.

**COMMUNICATE** their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.

**BUILD** a working knowledge of coding fundamentals and utilize in game development.

**EVALUATE** work in their field, including their own work, using professional terminology and the vocabulary of game design and development.

**RECOGNIZE** the influence of media culture and aesthetic trends in game design

# Program Course Requirements + Advising Materials

<http://www.hostos.cuny.edu/Hostos/media/Office-of-Academic-Affairs/Academic-Advisement/Game-Design-AAS4.pdf>

**General Education requirements ensure that our students graduate with a well-balanced education touching on a variety of areas of study.**

**Language requirements provide practical skills for a spoken or programming language.**

**Major requirements introduce students to the design fundamentals such as composition and color, the tools of game design such as Unity, the Adobe Creative Suite, and the history of media.**

**The elective offering allows students to explore new media, tools, and areas of study.**

## GENERAL EDUCATION REQUIREMENTS

ENG110 Expository Writing  
ENG111 Literature & Composition  
MAT100 College Mathematics or higher (except MAT105)  
PSY101 General Psychology or SOC101 Sociology  
BIO/ENV/CHE/PHY Natural Science  
Liberal Arts Electives [3-5 credits]  
Writing Intensive [ 2 courses]

## LANGUAGE (1 COURSE)

SPA/FRE/ITA Foreign Language  
DD302 Web Design II  
GD205 Game Programming II

## MAJOR REQUIREMENTS

DD101 Digital Toolbox  
DD102 Media Design in the Digital Age  
DD105 2D Design  
DD112 Web Design I  
GD101 Intro to Games  
GD102 Beyond Games  
GD105 Game Programming I  
GD201 Digital Games  
GD210 Game Studio

## ELECTIVES (3)

BUS101 Intro to Bus. for the Digital Entrepreneur  
DD107 Concepts in Animation (erroneously removed from official listing)  
DD113 Motion Graphics  
DD207 3D Computer Animation I  
DD302 Web Design II  
DD307 3D Computer Animation II  
GD205 Game Programming II  
DM106 Intro to Recording Techniques  
DM205 Sound Design  
CSC215 Modern Programming  
VPA121 Painting and Drawing

## Capstone Project

<https://docs.google.com/presentation/d/1F8CUu7S1-ce9ZT-wHMxrp-vyVIdVtQybIINOW45HPA/edit?usp=sharing>

The Game Studio Capstone Project is an 8-week long project meant to apply and contextualize the skills and knowledge acquired throughout the AAS Game Design program.

It is the final assignment in GD210 Game Studio, which is expected to be the final course game design students take.



## Spring Scramble Info

The Spring Scramble is an annual game design event at Hostos. The rules from 2018 can be found [here](#).

<https://itch.io/jam/2019-spring-scramble>

# Professional Organizations

## International Game Developers Association



### What is it?

The IGDA Wikipedia article describes it as the following:

**“International Game Developers Association (IGDA)** is the professional association for over 12,000 video and computer game developers worldwide. It is incorporated in the United States as a non-profit organization. Its stated mission is "To advance the careers and enhance the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community."

### Why should you join?

<https://www.igda.org/page/benefits>

### How much does it cost?

Student membership costs \$25 annually as of 2018.

### How do you join?

[https://www.igda.org/general/register\\_member\\_type.asp?](https://www.igda.org/general/register_member_type.asp?)

# Game Design FAQ

## **What exactly is Game Design anyways?**

Game Design is a field of design based on the ability to craft playful systems involving player input seeking a desired output. Game designers must be able to think in terms of abstractions, anticipating the kinds of choices a player might make while playing a game.

## **I am the best League of Legends player in the tri-state area (bxStuna1 on twitch). Does this also mean that I will be an awesome game designer?**

Playing games is NOT the same thing as Game Design. Being good at playing games does not necessarily mean one will excel as a game designer. Designing and developing a game from the ground up is hard work! It takes perseverance to succeed at creating games, as does any elaborate multimedia project.

## **What is the Game Design A.A.S. program at Hostos about? What kinds of courses are students required to take?**

Game Design is an Associate of Applied Science degree offered at Hostos. Students take a variety of courses in visual design, analog and digital game design, as well as coding and more. In order to implement their designs, students in the Game Design Program will need to be knowledgeable on a diverse set of topics, such as graphic design, computer science, sound design and writing.

## **Why should game designers care about math?**

Game designers need to be able to understand how logical systems function in order to design playful interactions. Math is a fundamental key to this understanding. Even if a Game Design student does not plan on becoming a programmer or developer, game design relies upon many of the same skills.

## **Math isn't my best subject. Can I take it later once I've completed my other courses?**

Game Design students are advised to take care of their MAT100+\* requirement as soon as possible due to it being a prerequisite for GD105 Game Programming I, which is itself a prerequisite for GD210 Game Studio, the capstone course for Game Design. Each semester a Game Design student goes without completing MAT100+\* will potentially add on an extra semester before graduation.

## **Can a student required to take remedial math courses succeed in the Game Design Program?**

Yes! Many students who previously found themselves falling behind in math and science find that framing these subjects through games will reveal them in an entirely new and positive light.

## **I am a Game Design student. Why do I need to take a coding class?**

Because coding is awesome! Being able to code means having the power to realize your ideas. Thinking in terms of code is also excellent practice for when you're designing physical games too!

\* MAT100 College Mathematics or higher is required, with the exception of MAT105, which is a course intended for Allied Health students.

# Game Design Survey

The Game Design Program runs an annual survey of students every spring semester. [View full results](#)

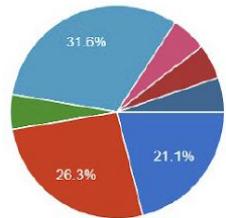
The Game Design Program faculty care about their students.  
19 responses

## Hostos Game Design Program 2018 Survey

36 responses

If you believe the Game Design Program needs more course options, which would you most like to see?

19 responses



- The course options are satisfactory.
- Programming/Code
- Web Design
- General Digital Design
- 2D Animation
- 3D Modeling and Animation
- Game Design
- Writing Intensive

▲ 1/2 ▼

In your opinion, what are the strongest aspects of the Game Design Program at Hostos?

25 responses

### The professors (2)

Theory of game is spot on.

### I DONT KNOW

To learn how create video games.

The community is engaging with professors constantly aiding us when asked for assistance.

People want you succeed

Use of technical equipment and labs to work on games.

that the program is present but needs improvement

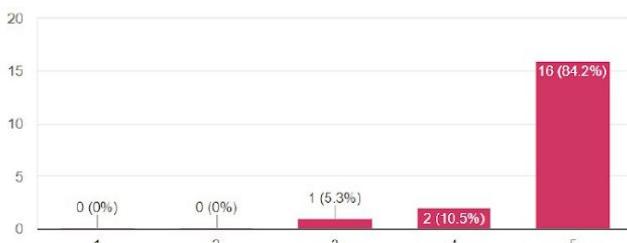
The connection with professors

Working together with others to come up with memorable masterpieces, even though they're sometimes unsuccessful.

Creativity, computer labs with lots of art programs and teacher input for criticism

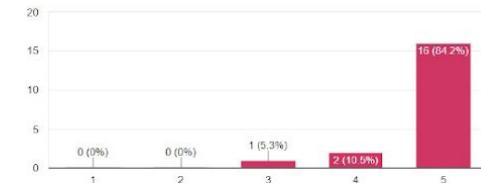
The Game Design Program faculty care about their students.

19 responses



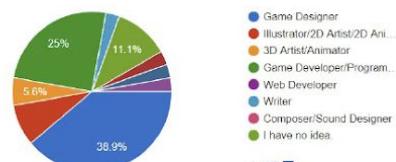
The Game Design Program faculty care about their students.

19 responses



Which career path would you like to follow?

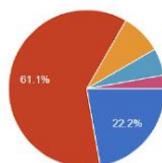
36 responses



▲ 1/2 ▼

What type of bachelor's degree program are you considering transferring into?

36 responses



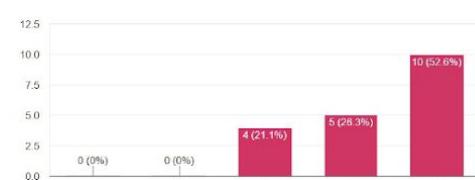
The Game Design Program faculty are experts in their field.

19 responses



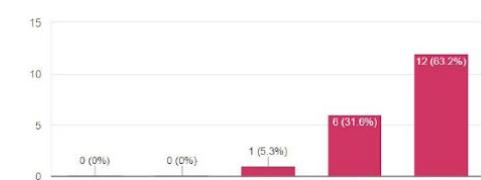
The Game Design Program is of a higher quality than other programs at Hostos.

19 responses

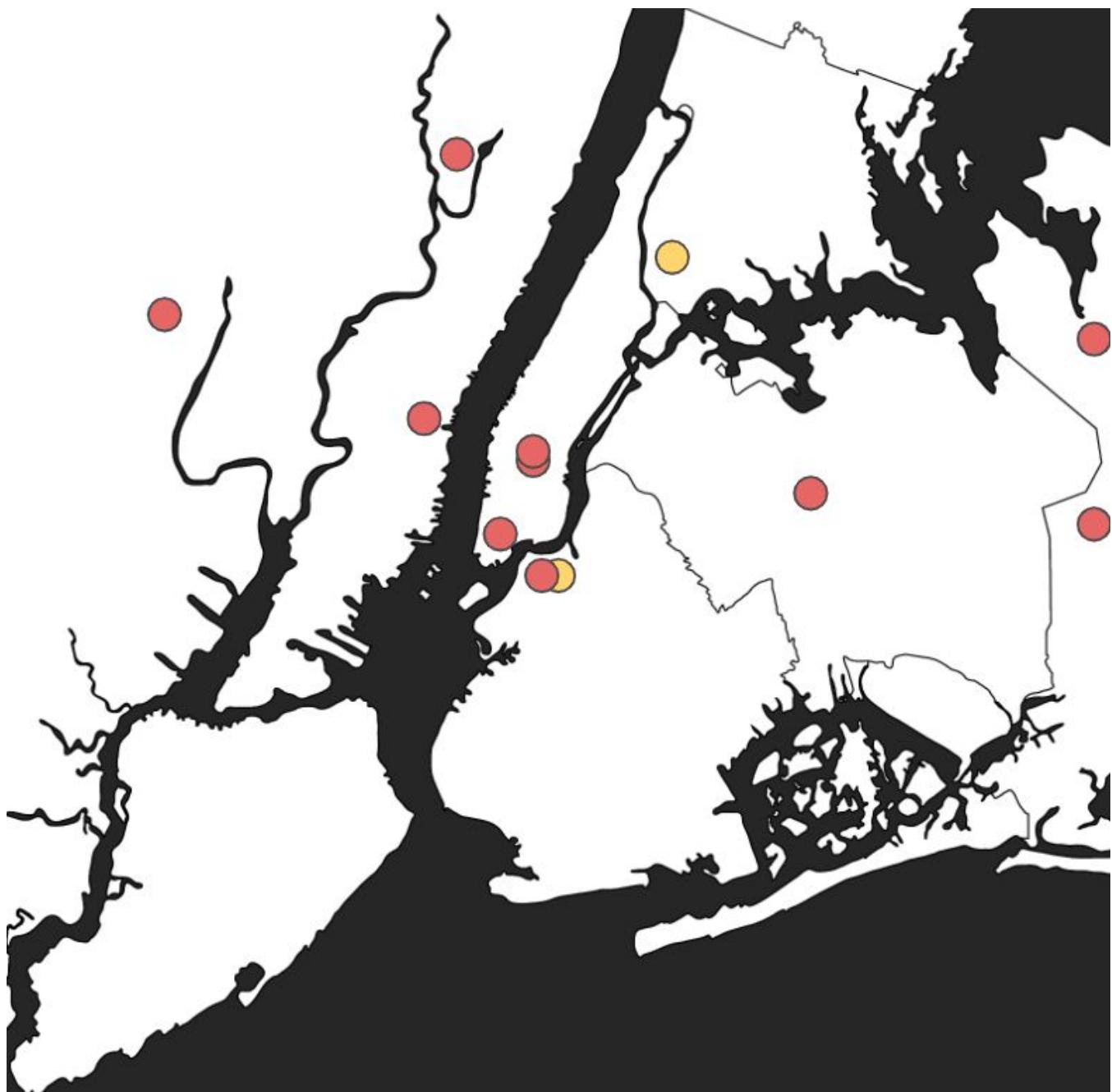


I feel welcome in the Game Design Program at Hostos.

19 responses



## Game Design Transfer Pathways



## Local Transfer Options

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>● <u><a href="#">City Tech (CUNY)</a></u><ul style="list-style-type: none"><li>○ New York, NY</li></ul></li></ul> | <ul style="list-style-type: none"><li>● <u><a href="#">Canisius College</a></u><ul style="list-style-type: none"><li>○ Buffalo, NY</li><li>○ <i>Degree(s) Offered: Bachelor</i></li></ul></li></ul> |
|---|---|

Last updated on 2019.03.28

<ul style="list-style-type: none"> <li>○ <i>Degree(s) Offered: Bachelor (BTECH Emerging Media)</i></li> <li>● <b><u>SUNY Canton</u></b> <ul style="list-style-type: none"> <li>○ Canton, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>SUNY Polytechnic</u></b> <ul style="list-style-type: none"> <li>○ Canton, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Stony Brook University</u></b> <ul style="list-style-type: none"> <li>○ Stony Brook, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Nyack College</u></b> <ul style="list-style-type: none"> <li>○ New York, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>New York University</u></b> <ul style="list-style-type: none"> <li>○ New York, NY</li> <li>○ <i>Degree(s) Offered: Minor, Bachelor, Master</i></li> </ul> </li> <li>● <b><u>New York Film Academy</u></b> <ul style="list-style-type: none"> <li>○ New York, NY</li> <li>○ <i>Degree(s) Offered: Associate, Bachelor, Master</i></li> </ul> </li> <li>● <b><u>New School</u></b> <ul style="list-style-type: none"> <li>○ New York, NY</li> <li>○ <i>Degree(s) Offered: Bachelor, Master</i></li> </ul> </li> <li>● <b><u>Marist College</u></b> <ul style="list-style-type: none"> <li>○ Poughkeepsie, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Long Island University</u></b> <ul style="list-style-type: none"> <li>○ Brookville, NY</li> <li>○ <i>Degree(s) Offered: Master</i></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● <b><u>Adelphi University</u></b> <ul style="list-style-type: none"> <li>○ Garden City, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>The College of New Jersey</u></b> <ul style="list-style-type: none"> <li>○ Ewing, NJ</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Stevens Institute of Technology</u></b> <ul style="list-style-type: none"> <li>○ Hoboken, NJ</li> <li>○ <i>Degree(s) Offered: Minor, Bachelor, Master</i></li> </ul> </li> <li>● <b><u>Rutgers University – New Brunswick Campus</u></b> <ul style="list-style-type: none"> <li>○ New Brunswick, NJ</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Fairleigh Dickinson University – Florham Campus</u></b> <ul style="list-style-type: none"> <li>○ Teaneck, NJ</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> <li>● <b><u>Bloomfield College</u></b> <ul style="list-style-type: none"> <li>○ Bloomfield, NJ</li> <li>○ <i>Degree(s) Offered: Certificate, Minor, Bachelor</i></li> </ul> </li> <li>● <b><u>Rochester Institute of Technology</u></b> <ul style="list-style-type: none"> <li>○ Rochester, NY</li> <li>○ <i>Degree(s) Offered: Bachelor, Master</i></li> </ul> </li> <li>● <b><u>Rensselaer Polytechnic Institute</u></b> <ul style="list-style-type: none"> <li>○ Troy, NY</li> <li>○ <i>Degree(s) Offered: Bachelor</i></li> </ul> </li> </ul>
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# Where to Go After Hostos Poster from the Game Design Design Club

([VIEW LARGER](#))

## WHERE TO GO AFTER HOSTOS?

**Undergraduate Schools for Video Game Design 2017-18**

**New York**

- Rochester Institute of Technology  
-Rochester, NY  
[www.rit.edu](http://www.rit.edu)
- New York University  
-New York, NY  
[www.nyu.edu](http://www.nyu.edu)
- Rensselaer Polytechnic Institute  
-Troy, NY  
[www.rpi.edu](http://www.rpi.edu)
- Marist College  
-Poughkeepsie, NY  
[www.marist.edu](http://www.marist.edu)
- Cornell University  
-Ithaca, NY  
[www.cornell.edu](http://www.cornell.edu)

**New Jersey**

- New Jersey Institute of Technology  
-Newark, NJ  
[www.njit.edu](http://www.njit.edu)

**California**

- University of Southern California  
-Los Angeles, CA  
[www.usc.edu](http://www.usc.edu)
- University of California-Santa Cruz  
-Santa Cruz, CA  
[www.ucsc.edu](http://www.ucsc.edu)
- Cogswell College  
-San Jose, CA  
[www.cogswell.edu](http://www.cogswell.edu)

**Massachusetts**

- Bentley College  
-Worcester, MA  
[www.bentley.edu](http://www.bentley.edu)
- Hampshire College  
-Amherst, MA  
[www.hampshire.edu](http://www.hampshire.edu)
- Northeastern University  
-Boston, MA  
[www.northeastern.edu](http://www.northeastern.edu)
- Worcester Polytechnic Institute  
-Worcester, MA  
[www.wpi.edu](http://www.wpi.edu)
- Massachusetts Institute of Technology  
-Cambridge, MA  
[web.mit.edu](http://web.mit.edu)

**Pennsylvania**

- Drexel University  
-Philadelphia, PA  
[www.drexel.edu](http://www.drexel.edu)

**Utah**

- University of Utah  
-Salt Lake City, UT  
[www.utah.edu](http://www.utah.edu)

**Michigan**

- Michigan State University  
-East Lansing, MI  
[www.msu.edu](http://www.msu.edu)
- Ferris State University  
-Big Rapids, MI  
[www.ferris.edu](http://www.ferris.edu)
- Lawrence Technological University  
-Southfield, MI  
[www.ltu.edu](http://www.ltu.edu)
- University of Michigan-Dearborn  
-Dearborn, MI  
[www.umbearborn.edu](http://www.umbearborn.edu)

**Illinois**

- Bradley University  
-Peoria, IL  
[www.bradley.edu](http://www.bradley.edu)
- DePaul University  
-Chicago, IL  
[www.depaul.edu](http://www.depaul.edu)
- Southern Illinois University Carbondale  
-Carbondale, IL  
[www.siu.edu](http://www.siu.edu)

**Texas**

- The University of Texas at Dallas  
-Richardson, TX  
[www.utdallas.edu](http://www.utdallas.edu)
- Abilene Christian University  
-Abilene, TX  
[www.acu.edu](http://www.acu.edu)
- Texas A&M University-College Station  
-College Station, TX  
[www.tamu.edu](http://www.tamu.edu)

**Ohio**

- Shawnee State University  
-Portsmouth, OH  
[www.shawnee.edu](http://www.shawnee.edu)
- Miami University  
-Oxford, OH  
[www.miamioh.edu](http://www.miamioh.edu)
- Case Western Reserve University  
-Cleveland, OH  
[www.case.edu](http://www.case.edu)

**Georgia**

- Savannah College of Art and Design  
-Savannah, GA  
[www.scad.edu](http://www.scad.edu)
- Kennesaw State University  
-Kennesaw, GA  
[www.kennesaw.edu](http://www.kennesaw.edu)

**Florida**

- Ringling College of Art + Design  
-Sarasota, FL  
[www.ringling.edu](http://www.ringling.edu)

**Connecticut**

- Quinnipiac University  
-Hamden, CT  
[www.qu.edu](http://www.qu.edu)
- Sacred Heart University  
-Fairfield, CT  
[www.sacredheart.edu](http://www.sacredheart.edu)

**Oklahoma**

- Oklahoma Christian University  
-Oklahoma City, OK  
[www.ocu.edu](http://www.ocu.edu)
- University of Tulsa  
-Tulsa, OK  
[www.utulsa.edu](http://www.utulsa.edu)

**North Carolina**

- North Carolina State University  
-Raleigh, NC  
[www.ncsu.edu](http://www.ncsu.edu)
- High Point University  
-High Point, NC  
[www.highpoint.edu](http://www.highpoint.edu)

**Vermont**

- Champlain College  
-Burlington, VT  
[www.champlain.edu](http://www.champlain.edu)

**Wisconsin**

- University of Wisconsin-Stout  
-Menomonie, WI  
[www.uwstout.edu](http://www.uwstout.edu)

**Rhode Island**

- New England Institute of Technology  
-East Greenwich, RI  
[www.neit.edu](http://www.neit.edu)

**Indiana**

- Purdue University-West Lafayette  
-West Lafayette, IN  
[www.psu.edu](http://www.psu.edu)

**Kentucky**

- Eastern Kentucky University  
-Richmond, KY  
[www.eku.edu](http://www.eku.edu)

# Individual Course Descriptions

## DD Classes

### DD 101 Introduction to the Digital Toolbox

3 credits 3 hours

This course provides students with a foundational understanding of the essential software for beginning their careers as digital designers. These will include the Adobe Creative Suite software (Photoshop, Illustrator, ImageReady, & InDesign), Apple's iMovie, Garageband, and KeyNote as well as Microsoft's Power point. The class will provide an overview of the various interface elements and program capabilities through a variety of engaging design projects. The course allows students who are considering pursuing that Associates degree in Digital design to sample the many different possible directions and methodologies that they might follow.

### DD 102 Media Design in the Digital Age

3 credits 3 hours

This course provides students with a foundational understanding of new media, its definitions, and potential design. We will explore the basic principles and constructions methods as well as historical precedents to digital based media. Along the way students will gain a better understanding of how computers and their systems work, and be exposed to some of the leaders in digital art and design, as well as being exposed to examples of these leader's work and their resulting impact on the medium.

### DD 103/VPA 133: Digital Photography

3 credits 3 hours

This course introduces students to the basic technical skills necessary for using a digital camera and image editing software. Students will develop artistic skills in photography through experience in creating, observation and critical consideration of photography. Throughout the semester, students will be expected to photograph consistently, present assignments and projects in class, and thereby develop their understanding of, and confidence in, using digital tools and media. Class time will consist of lectures, demonstrations, critique of student work, and lab work. Grading will be determined by participation in these activities, performance on projects presented as well as midterm and final technical exams. These exams will consist of exercises to ensure the understanding of basic camera functions and digital imaging skills. Students will be expected to take advantage of their access to the digital lab's open hours. Credit will not be granted for both DD 103 and VPA 133.

### DD 104 Color Theory & Design

3 credits 3 hours Prerequisite: DD 101

This course provides students with a foundational understanding of color from the perspective of design, and helps students to recognize how color choices can enhance or undermine an intended message. The class will explore the basic principles of color theory and its history. Students will learn to

apply this information to the practice of graphic design through projects and brief research presentations.

## **DD 105 2D Design**

3 credits 3 hours Prerequisite: DD 101

This course will help students to build a familiarity with the use of point, line, shape, value and texture in order to create effective compositions. Knowledge of these fundamentals and how they work will help them to better understand design across media platforms. Students will explore scale, contrast, emphasis, pattern, as well as rhythm by means of exercises and readings. These readings and exercises will serve as a foundation for their future careers in design.

## **DD 106 Introduction to Usable Design**

3 credits 3 hours

This course will explore primary issues relating to usability studies, why they are necessary, their application, and their influence on design. Students will investigate various methods of conducting usability studies for original designs through testing scenarios and heuristic analysis. Students will then analyze their collected data and learn to apply that data to their own (and each other's) designs. The final assignment will revolve around the presentation of a paper analyzing a design of their own, the testing process and the influence of testing on that design.

## **DD 107 Concepts in Animation**

3 credits 3 hours Prerequisites: DD 101 Introduction to the Digital Toolbox

This course introduces students to principles and techniques of character animation. With an emphasis on process, experimentation, and critical thinking, students will explore techniques for depicting movement, expression and emotion through an assortment of projects working with traditional and digital animation techniques. Projects will involve physical movement, narrative structure, character development and sound design. By terms end each student will have the beginnings of a sophisticated animation portfolio.

## **DD 108 Visual Narrative**

3 Credits 3 Hours

This course explores the techniques of visual storytelling through the analysis, critiquing and development of storyboards, graphic novels and comics with the purpose of further understanding the meaning and structure underlying all stories and time-based media. This course explores: Basic Story Structure (Inciting Incident, Gap Widening Events, Climax, Resolution); The Basic Principles of Story Telling (Crisis Decision, Risk = Motivation, The Basic Elements of Comedy, Types of Conflict, Story Argument, Status, Set Up and Pay Off, Subtext); How to Tell a Story Visually (Panels, Framing, Composition, Lay Out, Elements of Design).

## **DD 111 Introduction to Sound Design**

3 credits 3 hours Prerequisites: DD 101 Introduction to the Digital Toolbox

This course is an introduction to audio production and sound design. Students will focus on the importance of listening as a means for developing an understanding of music while utilizing audio tools to build their own creative sound works from scratch. The course will cover concepts such as designing sound for music and multimedia with attention to physical acoustics, analog and digital recording tools including dynamic processors and effects units, techniques for recording and editing with various popular audio outboard gear and computer software packages, mixing, editing, etc.

## **DD 112 Web Design I**

3 credits 3 hours Prerequisite: ESL 91 / ENG 91

This course introduces web design principles and basic programming techniques for developing effective and functional web sites. The course provides students with a foundation in hand coding in hypertext markup language (HTML) and cascading style sheets (CSS). Course work will emphasize information design, hierarchical and navigational models, screen-based design considerations, and current industry trends.

## **DD 113 Motion Graphics and Animation Production**

3 credits 3 hours Prerequisites: DD 107

This course introduces students to motion graphics and animated short film production through the use of current industry standard software. Students will gain insight into making both independent and commercial animated shorts, through critical viewing, lectures, in-class exercises, and creative projects.

## **DD 114 Digital Illustration I**

3 credits 3 hours Prerequisites: DD 105, VPA 121

This course introduces Students to illustration process, consideration and implementation in the digital environment with a firm grounding in design. The course will be covering historical precedents, illustrative techniques, and stylistic approaches, as well as software and hardware considerations.

## **DD 201 Communication Design**

3 credits 3 hours Prerequisites: DD 101, DD 204

This course will explore primary issues relating to communication design, its practice and application. Students will be introduced to conceptual approaches to the field, as well as to various methodologies and points of consideration, which will assist them in their practice as designers in all media. Projects involving research and analysis, as well as practical application will allow students to put into practice what they have learned.

## **DD 202 Video Production**

3 credits 3 hours Prerequisites: DD 101

This class is designed to build a strong foundation in all aspects of digital video production and editing. Students will learn everything from basic editing skills to creating transitions and motion effects, realtime color correcting, titling techniques, editing multi-camera projects, and outputting video for a wide array of mediums. Projects will help students to

develop their strengths, explore new forms of visual expression and experience the thrill of creating their own professional quality video projects.

## **DD 203 Digital Photography for Design**

3 Credits 3 Hours Prerequisites: DD 101 Introduction to the Digital Toolbox; DD 102 Media design in the Digital Age; DD 103 Digital Photography.

This course helps students to refine their technical skills for using digital cameras and digital imaging software, and to further develop students' individual style in photography through experience in creating, looking at and talking about photography. In addition the class will consider the photograph from a designer's perspective. Throughout the semester, students are expected to photograph consistently, present assignments and projects in class, and develop their understanding and confidence in using digital tools and media. Class time will consist of lecture, demonstrations, discussions of student work, and lab time. Students will have the opportunity to show their work for the critique throughout the semester. There will also be a midterm and final technical exam. Each exam consists of exercises to ensure the understanding of camera functions and digital imaging skills. Students are expected to take advantage of their access to the digital's lab open hours.

## **DD 204 Typography I**

3 Credits 3 Hours Prerequisites: DD 105

This course provides students with a foundational understanding of typography, its history, principles, considerations, and techniques. Bridging the gap between visual design and language, typography is one of the most important elements of graphic design. The course will explore the power of communication that the letterform holds, and the rules that guide a typographer's hand. Through a series of readings and exercises, students will gain insight into the world of typography.

## **DD 205 3D Design**

3 Credits 3 Hours Prerequisites: VPA 121, DD 101

This course introduces students to three-dimensional design through figure drawing, enlightening gallery/museum visits, and by means of design projects exploring the issues and techniques discovered. Particular attention will be paid to the importance of depicting the environment, object, and figure.

## **DD 207 3D Computer Animation I**

3 Credits 3 Hours Prerequisites: DD 107

This class introduces students to 3D computer animation with a series of exercises and projects created to develop a strong foundation. Students will develop necessary modeling, rigging, and animating skills, as well as a solid understanding of the complex software interfaces. Along the way students will be exposed to project development strategies as well as more complex issues dealing with 3D design.

## **DD 208 Sound Design in Context**

3 Credits 3 Hours Prerequisites: DD101 Introduction to the Digital Toolbox; DD108 Introduction to Sound Design; DD113 Introduction to Motion Graphics

This course exposes students to more hands on experience with sound design and digital audio technologies by means of a number of projects meant to enhance their contextual understanding of production methodologies. The course focuses on dealing with concepts and procedures related to designing sound for animation, film, and multimedia applications. It will provide students with greater experience using digital recorder tools including microphones, dynamic processors and effects units, as well as techniques for recording and editing with various popular audio outboard gear and computer software packages, mixing, editing, etc.

## **DD 298 – Independent Study**

Pre-requisites: DD101, One additional Digital Design course, and the approval of the program coordinator.  
3 Credits, 1 Hour

The digital independent study credits have been designed to provide students in digital design and

animation, professional and practical experience in their field of study.

## **DD 299 – Independent Study**

Pre-requisites: DD 298 and the approval of the program coordinator. 3 Credits, 1 Hour

The digital independent study credits have been designed to provide students in digital design and animation, professional and practical experience in their field of study.

## **DD 301 Digital Illustration II**

3 Credits 3 Hours Prerequisites: DD 114

This course takes illustration students on in-depth explorations of illustration process, technique and implementation in the digital environment. It will introduce students to a number of modern illustrators, their work, and their techniques by means of readings, gallery visits, and tutorial exercises.

## **DD 302 Web Design II**

3 Credits 3 Hours Prerequisites: DD 112

This course expands on the foundation established in DD112 Web Design I focusing on web design principles and programming techniques for developing web content. Students will further explore hypertext markup language (HTML) and cascading style sheets (CSS) while broadening the scope of their programming knowledge focusing on server-side scripting and relational databases.

## **DD 305 2D Computer Animation**

3 Credits 3 Hours Pre-requisites: DD 101, DD 107

This course is an introductory computer animation class designed to develop fluency in visual expression within time based digital environments. Students will gain a solid foundation in 2D computer animation and effects techniques that will enhance their creative expression. Complimentary relationships between commercial and fine arts work will also be explored.

**DD 307 3D Computer Animation II**

3 Credits 3 Hours Prerequisites: DD 207

In this class students will explore 3D animation to a far deeper extent than previously experienced in its

prerequisite class Introduction to 3D Animation. Students will explore rigging, animating and rendering their own animation short, as well as developing techniques in lighting, skinning, texturing and painting their creations.

**DM Classes****DM 103 History of Electronic Music**

3 credits, 3 hours Pre-requisite: ENG 110

This course will introduce students to the historical precedents, societal influences, and core technological concepts of electronic music. Beginning with the birth of recorded sound in Edison's Menlo Park lab, we will follow the growth of the recording industry, its varied practices and technologies, as well as their effect on popular music and culture. Students will gain a historical perspective on the recording arts, examine and compare various forms of sound reproduction, be introduced to sound synthesis, and gain important insights into the record industry. Lectures and in class discussions will be augmented by weekly reading, listening, and viewing assignments. Related reaction papers will allow the students to assess the relevance of the material to the course and their own experiences. In addition to exams at both the midterm and end of term, a research paper and presentation will be assigned.

**DM 106 Introduction to Recording Techniques**

3 credits, 3 hours

This course will give students experience with the recording process by introducing them to varied approaches and techniques, individual hands on projects involving many of the most valuable tools and components, and by explaining how these

techniques and components are used in common applications. In this process, students will be exposed to basic electronics, signal flow, elementary acoustic design, microphone types, microphone placement, and a myriad of signal processing tools and techniques. A series of projects will give students hands on experience and help them to develop a stronger applicable skill set as well as improve their critical listening skills.

**DM 201 Synthesizers, Sampling, & MIDI Production**3 credits, 3 hours Pre-requisites: MUS 101, DM 106  
Co-requisite: DM 202

This course introduces students to important skills in sound synthesis, sampling techniques, and MIDI production. Students will gain a better understanding of the history of this important element in the history of electronic music and gain a better awareness of how synthesis, sampling, and MIDI continue to play an important role in sound production. Students will learn how to work with the electronic keyboard as a tool in audio production, music composition, arranging, and sound design. By means of "hands-on" exercises and projects working in actual production environments, students will gain competence with one of the most important tools in music professional's arsenal.

## **DM 202 Sound Lab 1**

3 credits, 3 hours Pre-requisite: MUS 101  
Co-requisite: DM 106, DM 201

This course will allow students to hone their audio engineering and production skills while using their critical listening abilities to focus on sound creation rather than strict sound reproduction. From sonic reassembly of tones using synthesis to the reproduction of existing arrangements by means of waveform analysis and replacement using sampled sounds the course allows students to think creatively while mastering technical applications to develop fully developed electronic compositions. Students will do several minor audio exercises and then develop two major compositional projects of their own design.

## **DM 205 Sound Design**

3 credits, 3 hours Pre-requisite: MUS 101, DM 106  
Co-requisite: DM 201

This course takes students of the recording arts farther into the process of sound production by introducing them to a greater number of recording techniques and experiences. In addition, there is a focus on how these more advanced techniques may be applied to various forms of new media. A series of projects focusing on sound composition will help students to hone their concepts of sound production while further exploring varied approaches to the recording process and in so doing gain insight into the world of sound design.

## **DM 206 Production 1**

3 credits, 3 hours Pre-requisite: MUS 101  
Co-requisite: DM 106, DM 201

Building on the students' experience in Introduction to Recording Techniques (DM106) and Sound Design (DM205), this class will focus on more advanced techniques and the execution of in depth assignments mirroring real world production projects. Students will work collaboratively on projects developing sound for radio, theater and/or film. In doing so their experience with technical, as well as content related challenges will inform their practice and help to build

confidence in their own abilities in collaborating with other artists, engineers, and producers.

## **DM 298 Independent Study**

Pre-requisites: DM 101, One additional Digital Music course, and the approval of the program coordinator.  
3 credits, 1 hour

The digital independent study credits have been designed to provide students in digital music production, professional and practical experience in their field of study.

## **DM 299 Independent Study**

Pre-requisites: DM 298 and the approval of the program coordinator. 3 credits, 1 hour

The digital independent study credits have been designed to provide students in digital music production, professional and practical experience in their field of study.

## **DM 301 Sound Lab 2**

3 credits, 3 hours Pre-requisite: DM 202

This course will further develop students' engineering and production skills through extended studies in sonic and melodic arrangement. Projects will focus on combining elements of sound synthesis, music composition, production arrangement, recording and mixing techniques, as well as sonic aesthetics. Two major projects will be presented by each student to be critiqued by professor and peers.

## **DM 310 Sound as Story**

3 credits, 3 hours Pre-requisite: MUS 101, DM 106  
Co-requisite: DM 201

It has been argued that narrative is the cornerstone of mankind's social development. From stories told around campfires to the modern experience of media streaming into homes around the world, it is used to entertain, educate and enlighten. Traditional narrative in the form of storytelling and text inspired individuals to imagine a separate reality - one where an audience would paint specific features, sub

narratives, and even sounds in their minds with which to ‘flesh out’ the story. Modern media does much of this for us, with vivid imagery, complex plots, and extensive use of sound design. This course will focus on developing students’ talents in recording and creating sounds in order to hone their skills and enable them to convey narrative effectively. By combining technical recording skills with production techniques and taking into consideration concepts of composition introduced in ENG 101 & 111 Students will explore storytelling through sound. They will be expected to research and analyze various forms of audio storytelling from ambient performance art and radio-theater to sound effects in film in order to articulate the varied approaches to sonic narrative and develop several original audio projects.

## **DM 315 Sound Design in Context**

3 credits, 3 hours Pre-requisite: MUS 101  
Co-requisite: DM 106, DM 201

This course allows students to explore more exact applications of sound design than previously possible working to develop their production skills in specific media environments. Sound Design In Context works to expose students to a more varied number of sound design applications via a number of short projects,

and to allow students to define, develop, execute, and present for critique a larger final project. Working singly or in groups this final project requires students to seek out other media designers such as animators, filmmakers, or theater groups with whom they can collaborate and develop substantive media pieces. This exposure to more “real world” application of their budding professional practice will be an opportunity to develop greater practical abilities, a more substantial portfolio, and an opportunity to begin building professional relationships important to any career in the field.

## **DM 316 Production 2**

3 credits, 3 hours Pre-requisite: DM 206

This course allows students to explore various forms of audio engineering and production that they have been exposed to and worked with in the many digital music courses they have taken thus far. In Production 2 students define, develop, and execute two seven week long group projects and work with their professor in honing collaborative abilities, engineering skills and production techniques in order to produce strong portfolio pieces.

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## **GD Classes**

### **GD 101 Introduction to Games**

3 credits, 3 hours

This course introduces students to game culture, theory, design and development. Principles from traditional board games, sports games, and party games will be analyzed and this analysis will then be applied to designing two paper-based games over the course of the semester. Students will analyze several readings focusing on game history and theory. They will also play, make and analyze several games in order to build a common and more extensive

vocabulary to both discuss and understand what game development is all about.

### **GD 102 Beyond Games**

3 credits, 3 hours Pre-requisite: ENG 110

This course explores how games are used beyond entertainment by artists, storytellers, educators, and others. The class will be divided into four sections focusing on: games as art, games as story, games as social interaction, and games as tools for learning and social change. Students will read a variety of articles as well as play games relating to these topics.

Students will develop educational games and learn about game analysis and criticism.

## **GD 105 Game Programming I**

3 credits, 3 hours Pre-requisite: GD101, MAT100

This course introduces students to game programming. Students will explore the core concepts of basic programming techniques, including variables, syntax, conditionals, loops, functions and classes. Students will incorporate their knowledge of illustration, images, text, animation, and sound to create meaningful game experiences in code.

## **GD 201 Digital Games**

3 credits, 3 hours Pre-requisite: DD101; Pre-requisite/Co-requisite: GD 105

This course introduces students to the concepts of game mechanics, game theory and digital game production by affording them the opportunity to read about games and game development, play test several different video games, and finally to create their own game using important development tools. The course explores the effect of gaming on entertainment, learning, and even business by analyzing how games can be more critically discussed. In this way, students learn to be better developers through building skills in critical thinking, analysis, game design, and communication. On a deeper level, the course works to find ways to address fundamental misunderstandings by the general public that the form is entirely represented by games with a violent subject matter.

## **GD 205 Game Programming II**

3 credits, 3 hours Pre-requisite: GD101, GD 105, DD112

This course builds on students' programming knowledge and strengthens the foundations and fundamentals of programming with a focus on the creation of games. Here, students build an increased familiarity with programming concepts such as variables, scope, iteration, conditionals as well as basic animation techniques, and with these tools students create a series of game interactions in

preparation for conceptualizing and building a final small game. This course also covers Artificial Intelligence, Collision, and Physics algorithms as well as teaching students how to use a variety or pre-built game architectures.

## **GD 210 Game Studio**

3 credits, 3 hours Pre-requisite: GD 105, GD 201

This course focuses first on introducing students to how small and large scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a group project to create a game from initial concept to final production. Over the course of the semester students are introduced to the principles of developing a project using iterative design methodologies.

## **GD 298 Independent Study I**

3 Credits 3 Hours Pre-requisite: DD 101

The digital independent study credits have been designed to provide students in digital design, animation, music production and game design, professional and practical experience in their field of study.

## **GD 299 Independent Study II**

3 Credits 3 Hours Pre-requisite: DD 101

The digital independent study credits have been designed to provide students in digital design, animation, music production, and game design professional and practical experience in their field of study.

## MUS Courses

### MUS 101 Fundamentals of Music Theory at the keyboard

3 credits, 3 hours

This course is designed to develop a basic knowledge and practice of Music Theory as applied to the keyboard for students with no previous musical training. Topics will include melodic and rhythmic notation, intervals, scales and basic keyboard harmony.

### MUS 102 Music Theory & Ear Training I

3 credits, 3 hours Pre-requisite: MUS 101

This class introduces students to music theory by helping them to understand how sound frequencies form, interact and influence what we call music. Students will learn to read and notate both pitch and rhythm, to recognize intervals, triads, as well as chord progressions, explore simple musical forms and to learn to work with scales and key signatures to create and develop melody. In this way, students will build on what they have learned in the Fundamentals of Music at the Keyboard coarse (DM101) to become better musical communicators and musicians. In addition, students will be able to hone their listening skills by learning to recognize important audio elements essential to both music production and audio engineering.

### MUS 114 History of the Film Score

3 credits, 3 hours Pre-requisites: ENG 110 and MUS 101

This course introduces students to an important element in the history and development of the recording arts. While the record industry was in its infancy the fledgling film companies worked to bring sound to film, develop and improve synchronization techniques, and gain higher fidelity sound reproduction in order to enhance the viewing

experience. In so doing, filmmakers stretched the limits of sound recording and began the initial stage of multimedia development. With their successes, visual and aural communication was at last able to be controlled by their creators for optimal impact on an audience. This class will look at the sound and scores of several landmark films. Through interviews and articles, lectures and discussions, we will examine the effective use of sound in motion pictures and ultimately how multiple forms of media can most effectively coincide.

### MUS 116 World Music

3 credits, 3 hours Pre-requisites: ENG 110 and MUS 101

This class will introduce students to an overview of ethnomusicology through a wide array of music from around the world. Students will develop new tools for listening to, discussing, and comparing various types of music. They will also hone their skills in recognizing a more varied group of musical instruments, vocal styles, rhythmic patterns, and harmonic relations. Finally, students will also be exposed to many unfamiliar cultures, their histories, and philosophies.

### MUS 118 History of Western Musical Styles

3 credits, 3 hours Pre-requisite: MUS 101

This course introduces students to the basic components of western music and how these have been manifested in various musical styles throughout history. Students will compare and contrast the commonalities and differences in musical styles seeking to identify the root elements various epochs share in their music.

### MUS 207 Theory & Ear Training II

3 credits, 3 hours Pre-requisite: MUS 102

This class takes up where Music Theory & Ear Training I (DM102) left off to further students' understanding of music theory by helping them to understand how tonal frequencies form and influence

sound and music. Students will hone their reading and notation and improve their tonal recognition. With an eye toward helping students to be better musical communicators and musicians, the course will introduce more advanced concepts in musical forms; chord progressions, scales, and key signatures, as well as the influence of loudness, pitch, timbre, and intervals in the creation of music. Students will also further develop their listening skills with explorations of the interaction of frequencies, auditory systems and the perception of sound with the goal of making students better audio engineers.

## Related Courses

### BLS 161 The Hip Hop Worldview

3 Credits 3 Hours Pre/Co-requisites: ENG 110

This course is designed to explore the sociological realities of the Hip-Hop community, from its most visible recognition in the 1970s, to its current form at the inception of the twenty- 198 first century. Thus, students will examine the historical, cultural, economic, and political dynamics out of which Hip-Hop culture emerged, and learn about how various social institutions have interpreted it in various ways.

### CSC 215 Modern Programming\* (Formerly MAT 215)

3 credits, 4 hours Pre/Co-requisites: MAT 210, ESL 35

This course provides an introduction to problem solving methods and algorithm development through the study of the program, control structures, and data structures of the C++ programming language. The main aspects of the course include: the concepts of procedural and object-oriented programming, algorithm design, control structures in C++, functions and recursions, arrays, pointers, characters and strings, structured data, file operations, classes.

### LAC 262 History of Latin America & Caribbean Music

3 credits, 3 hours Pre-requisite: ESL 91 or ENG 91 or higher when offered in English; SPA 222 or SPA 202 or higher when offered in Spanish. Co-requisite: Recommended VPA 141 Music Appreciation.

This course will examine the history of music in Latin America and the Caribbean as well as the history of Latin Music in the United States. Students will study the development of musical traditions in Latin America, the Caribbean and the history of Latin American music in the United States; its influence on music from the early years of the twentieth century to the present.

### VPA 121 Painting & Drawing I

3 credits, 3 hours

In this course students will be introduced to various techniques for creating drawn and painted artwork. In addition they will be exposed to important master works of both contemporary and classical art through select readings, slide presentations and visits to museums and galleries. Focus will be paid to the process of both creation and creative thinking. In this way we will develop the students' critical eye as well as their technical aptitude.

### VPA 122 Painting & Drawing II

3 credits, 3 hours Pre-requisite: VPA 121 or approval of the instructor

The advanced art student will develop or improve skills in painting, assemblage, and three-dimensional art. S/he will become acquainted with and master the use of "found objects" in making a picture. S/he will complete a master project to the satisfaction of the instructor.

### VPA 133 Digital Photography I

3 credits, 3 hours Pre-requisite: ESL 91 or ENG 91

This course introduces the student to fundamentals of two dimensional digital art forms created from original images shot with a digital camera. This course covers technical aspects of the digital image using image enhancement through photo-editing software. Imagination and originality of images and their manipulations will be emphasized.

## **VPA 134 Digital Photography II**

3 credits, 3 hours Pre-requisite: VPA 133

This course covers in-depth exploration of digital photography using advanced editing software for students who already have a working knowledge of the medium. The connection between original digital images, composition, ideas and attitudes will be investigated.

This course introduces students from the Media Design Programs to the fundamentals of how to start and operate a small business enterprise. Students are introduced to the fundamentals of business as well as common issues encountered by entrepreneurs starting out in the business world. A variety of methods utilized by successful entrepreneurs will be explored and analyzed in order to engage students in discussions of how to succeed in the competitive world of media production. Students will also be introduced to important strategies for the establishment of an independent media company, including concepts in company structure, marketing research, market strategies, legal and tax issues, management practices, cash flow, and investment. The term's culminating project will involve the preparation and presentation of a usable media business plan. **This course is ONLY for students in the Digital Media Design Program.**

## **BUS 101 Introduction to Business for the Digital Entrepreneur**

3 credits, 3 hours Pre-requisite: MAT 10 or Higher and ENG 110 or Higher Co-requisite: ENG 110 or Higher

# Advising



## Accelerated Study in Associate Programs (ASAP)

From the Hostos ASAP website:

ASAP is designed to help motivated community college students earn their degrees as quickly as possible, with a goal of graduating at least 50% of students within three years. Key ASAP program features include a consolidated block schedule, cohorts by major, small class size, required full-time study and comprehensive advisement and career development services. Financial incentives include tuition waivers for financial aid eligible students and free use of textbooks and monthly Metrocards for all students.

ASAP is supported by the City and State of New York, the Robin Hood Foundation, and the Stella and Charles Guttman Foundation.

### **ASAP Benefits**

- Assigned advisor to guide degree progress, transfer to a four-year college, and/or entry into the work force
- Career specialist for immediate job placement needs and future career planning
- Connected community of motivated students
- Consolidated course schedules
- Academic support services
- Opportunity for summer course taking at no cost
- Leadership, scholarship and other special programs
- Tuition waivers for any gap between tuition and your financial aid award (for students in receipt of financial aid)
- A voucher to reduce (or eliminate) the cost of textbooks
- Monthly MTA MetroCards
- 

### **ASAP Eligibility**

- Must be a New York City resident

- If a continuing or transfer student, have 15 or fewer college credits at the completion of the semester in which applying to ASAP
- Must enter into an ASAP-approved major on a full-time basis (minimum 12 credits per semester); programs other than nursing, radiologic technology and dental hygiene are available
- May not participate in both College Discovery and ASAP
- All ASAP students must complete the Free Application for Federal Student Aid (FAFSA) at [www.fafsa.gov](http://www.fafsa.gov) and the New York State Tuition Assistance Program (TAP) application at [www.hesc.ny.gov](http://www.hesc.ny.gov) each year, and accept any federal and state grant aid awarded (Pell, SEOG, TAP).
- See CUNY Financial Aid Award [guide](#).

### **How to Apply to ASAP?**

Follow these six easy steps to get started:

1. Apply to Hostos Community College at [cuny.edu/admissions](http://cuny.edu/admissions).
2. Complete the Free Application for Federal Student Aid at [www.fafsa.gov](http://www.fafsa.gov) and the New York State Tuition Assistance Program application at [www.hesc.ny.gov](http://www.hesc.ny.gov). See CUNY Financial Aid Award [guide](#).
3. Get accepted to Hostos Community College College — CONGRATULATIONS! —and accept your offer of admission.
4. Complete all admissions requirements, including the CUNY Assessment Tests, if necessary. For more information on testing visit: <http://www.cuny.edu/academics/testing.html>
5. Complete the ASAP Eligibility Checklist at [cuny.edu/asap/checklist](http://cuny.edu/asap/checklist) to determine your eligibility.
6. After completing the ASAP Eligibility Checklist at [cuny.edu/asap/checklist](http://cuny.edu/asap/checklist) be sure to check your email for important next steps.

For additional information go to: [www.cuny.edu/asap](http://www.cuny.edu/asap) Program details subject to change

If you are interested in participating in the ASAP program, please contact Chrystal Joseph, at 718.664.2646 or by email at [asap@hostos.cuny.edu](mailto:asap@hostos.cuny.edu).

## **Student Success Coaching Unit (SSCU)**

From the Hostos SSCU website:

The Student Success Coaching Unit (SSCU) welcomes new incoming students to Hostos and is committed to supporting students to the academic, personal, and professional development. Success Coaches work one-on-one with new incoming students from orientation to graduation. Students are assigned a Success Coach who will work with them on an individual basis to guide them to success. Student can speak to their Success Coach about: academic planning, campus club activity, registering for classes, study skills, career exploration, balancing your academic and personal life. The Unit also connects students with various resources throughout the campus in order to support their academic journey at Hostos.

[https://www.youtube.com/watch?time\\_continue=5&v=qhnbO\\_OqENM](https://www.youtube.com/watch?time_continue=5&v=qhnbO_OqENM)

The Student Success Coaching Unit is a comprehensive learning environment that is committed to the academic achievement, personal and professional development of students at Hostos Community College.

A Student Success Coach at Hostos Community College is a trained staff member whose sole function is to help our students with academic success. The personalized coaching is consistent with our mission to guide students towards degree completion while teaching self-efficacy skills.

Student Success Coaches will help you with issues important to success, including but not limited to the following:

Time Management	Study habits
Goal Setting	Financial Awareness
Getting involved	Getting to know your faculty
Academic Planning	Identify what the student wants to achieve
Planning your class schedule	Balancing your academic and social life

The primary function of SSCU is to coach students from orientation to registration to graduation. The structure of SSCU is composed of four project areas that supports the college's strategic plan in order to best serve our students. The four project areas listed below target SSCU students at different stages of their academic journey.

## FAQs



# Faculty and Staff Bios

## Full-time Faculty

<b>Joseph Caravalho</b>	Assistant Professor of Digital Music	<a href="mailto:jcaravalho@hostos.cuny.edu">jcaravalho@hostos.cuny.edu</a>
	Joseph Caravalho produces electronic and hip-hop music with the band Pool Cosby. The group's debut LP, "Blind Gold," featured vocals from Raekwon, Mr. MFN eXquire, Kool A.D., and more. Their latest mixtape, "Swimmingly" is available on Bandcamp and Soundcloud. Joseph has been featured in Harmon Kardon & BMW's "Driving the Sound of the Future" and on Maschine Master's "On The Spot." As an audio engineer, Joseph's credits include 50 Cent, Juelz Santana, Melanie Fiona, and Trey Songz.	<a href="https://www.jacuzzijefferson.com/">https://www.jacuzzijefferson.com/</a>
<b>Courses Taught:</b>	DM106 Intro to Recording Techniques, DM202 Sound Lab I, DM301 Sound Lab II, DM201 Synthesizer, Sampling and MIDI Production, DM205 Sound Design, DM310 Sound as Story	Office C-417
<b>Sande Chen</b>	Assistant Professor of Game Design	<a href="mailto:schen@hostos.cuny.edu">schen@hostos.cuny.edu</a>
	Sande Chen is a writer and game designer whose work has spanned 10 years in the industry. Her credits include 1999 IGF winner Terminus, 2007 PC RPG of the Year The Witcher, and Wizard 101. She is one of the founding members of the IGDA Game Design SIG.	<a href="http://gamedesignaspect.blogspot.com/">http://gamedesignaspect.blogspot.com/</a>
<b>Courses Taught:</b>	GD101 Intro to Games, GD102 Beyond Games	Office C-417
<b>Catherine Lewis</b>	Associate Professor of Media Design	<a href="mailto:clewis@hostos.cuny.edu">clewis@hostos.cuny.edu</a>

	<p>Catherine Lewis is an Associate Professor in the Digital Design &amp; Animation program within the Humanities Department of Hostos Community College. Professor Lewis holds a B.A. from The University of Virginia in Charlottesville in Art History and Studio Art and an M.F.A. from Parsons The New School for Design in Design and Technology.</p>	
<b>Courses Taught:</b>	VPA121 Painting & Drawing, DD112 Web Design I, DD114 Digital Illustration	Office C-412
<b>Andy London</b>	<b>Lecturer of Animation</b>	<a href="mailto:alondon@hostos.cuny.edu">alondon@hostos.cuny.edu</a>
	<p>Andy London is a writer, director, animator and co-founder of London Squared Productions. He has been creating graphic novels, films, art installations and animated content since 1992.</p> <p>Award-winning films include "Subway Salvation", "The Backbrace", "A Letter to Colleen" and "Lost Tribes of New York City". His films have screened in hundreds of festivals including the Tribeca Film Festival, Annecy and the Ottawa International Animation Festival. "Subway Salvation" won the audience award at Florida Film Festival. "A Letter To Colleen" received a Cine Golden Eagle and "Lost Tribes of New York City" was featured in the MoMA show "Talk to Me", an exhibition on the communication between people, technology and objects, curated by Paola Antonelli. Recently, Andy London was commissioned by the MTA to create the animated short "Grand Central Diary" to commemorate Grand Central Terminal's 100th anniversary. The film was screened in the New York City Transit Museum.</p> <p>His latest projects include "Strong Island", an animated web series based on material from his graphic novel, "Eager To Please" and "I Give Up", a live action comedy about an unsuccessful artist working as a community college professor in the South Bronx.</p>	<a href="http://www.londonsquared.com">www.londonsquared.com</a>
<b>Courses Taught:</b>	VPA121 Painting & Drawing, DD107 Concepts in Animation, DD108 Visual Narrative, DD298 Independent Study, DD305 2D Computer Animation	Office C-415

<b>Juno Morrow</b>	<b>Assistant Professor of Game Design</b>	<a href="mailto:jmorrow@hostos.cuny.edu">jmorrow@hostos.cuny.edu</a>
	<p>Juno Morrow is a multidisciplinary artist, independent game designer, photographer and educator living in Brooklyn, New York. They are an Assistant Professor of Game Design and Unit Coordinator at Eugenio María de Hostos Community College, City University of New York. They have been developing the first public game design degree program in New York City there since 2015. Prior to that, Morrow earned an MFA in Design and Technology from Parsons School of Design. An internationally exhibiting artist and designer, Morrow has presented games and spoken at events like SXSW, GDC and MAGFest. With over 10 years of experience as an award-winning photographer, they've had work featured in The Guardian, Dwell magazine and released 3 monographs of urban photography.</p> <p>Their unusual games, often infused with dark humor, feature distinctive aesthetics and novel premises. Examples include Oral Perspectives, a VR game taking place inside the player's mouth, and Mastering Tedium, an existentialist laundry simulator played inside a text terminal. Morrow is currently working on Pruuds vs. Sloots, a "dumb versus game," Blood Broker, a human sacrifice management simulator, and Marginalia, a memoir examining intersections of race and gender.</p>	<a href="http://junomorrow.com">junomorrow.com</a> <a href="http://junomorrow.itch.io">junomorrow.itch.io</a>
<b>Courses Taught:</b>	GD105 Game Programming I, GD205 Game Programming II, GD210 Game Studio, VPA133 Digital Photography	Office C-415 S19 Hrs: TTh 12:30-2pm
<b>Simona Prives</b>	<b>Assistant Professor of Media Design</b>	<a href="mailto:sprives@hostos.cuny.edu">sprives@hostos.cuny.edu</a>
	<p>Simona Prives is an artist, designer and educator. Her artwork has been exhibited in New York City, Chicago, Miami, California, Italy, Greece, China and Japan. She has been awarded residencies in Venice and Luca, Italy, Berkeley, California, Vermont, New York City and Greece. She also studied printmaking at the Scuola Internazionale De Graphica in Venice, Italy.</p> <p>She currently teaches at Parsons School of Design, New York University and CUNY.</p>	<a href="http://simonaprives.com">simonaprives.com</a>
<b>Courses Taught:</b>	DD101 Digital Toolbox, DD105 2D Design, DD201 Communication Design, DD204 Typography	Office C-417

<b>Ian Scott</b>	<b>Assistant Professor of Painting (VPA)</b>	<a href="mailto:iscott@hostos.cuny.edu">iscott@hostos.cuny.edu</a>
	<p>Ian Charles Scott comes from the remote North Highlands of Scotland. He studied film in London and worked on commercials before enrolling in Dundee University to study art. He emerged as the top student in the under and post-graduate programs there gaining a B.A. 1st class honors degree and an M.F.A. in Fine Art. Upon graduating he was immediately offered a lecturing post in Sunderland Art School. He has taught under-grad and post-graduate students for 20 years. Earlier in his career he taught an art therapy based course in a maximum-security prison. Scott is a nationally and internationally recognized artist whose works can be found in the Scottish National Portrait Gallery, The Aberdeen Art Gallery, The Dundee Art Gallery, The Royal Scottish Academy, The Koyo Institute, and The Dublin Art Gallery, among others. In the US his works have been exhibited in the Silverstein Gallery, the Kravits Wehby Gallery, and in a touring exhibition Conversations with Jeff Koons and Frank Gehry. He received Scotland's highest and most sought after scholarship, "The Alastair Salvases Award" and used it to move to the United States in 1998. He started work as an adjunct at Hostos Community College in 1999 and became full-time in 2004.</p>	
<b>Courses Taught:</b>	VPA121 Painting & Drawing, VPA122 Painting & Drawing II	

## Full-time Staff

<b>Marino Corniel</b>	<b>Senior College Lab Technician</b>	<a href="mailto:mcorniel@hostos.cuny.edu">mcorniel@hostos.cuny.edu</a>
	Marino manages the Digital Design and Game Labs, along with the equipment room.	
<b>Manny Diaz</b>	<b>College Lab Technician</b>	<a href="mailto:ediaz@hostos.cuny.edu">ediaz@hostos.cuny.edu</a>



Manny manages the Piano Lab and music studios.

## Part-time Faculty

<b>Daniele Imperiale</b>	Adjunct Faculty	<a href="mailto:dimperiale@hostos.cuny.edu">dimperiale@hostos.cuny.edu</a>
	<p>Daniele Imperiale lives with her wife Dawn Sansevero, two dogs, and three cats, dividing their time between Raven Rock, NJ and Brooklyn, New York, where Daniele was born and raised.</p> <p>Daniele studied at School of Visual Arts, earning both a BFA, and an MFA in Illustration. Daniele worked as a freelance illustrator for newspapers, magazines and children's publications for many years. During graduate school, a passion for Illuminated Manuscripts prompted studying the materials and techniques of these ancient books under the tutelage of fine artist and illuminator, Bernard Maisner. Daniele went on to use these materials and techniques to create paintings in a modern context, reinterpreting ancient symbols with a personal meaning. She has exhibited extensively in New York City and in Southern California.</p> <p>An original faculty member of a start-up Graphic Design program at the Art Institute of New York City, Daniele wrote much of the foundation course curriculum. Additionally, Daniele adjuncts at School of Visual Arts Undergraduate Illustration Department where she wrote and teaches a course in Illuminated Manuscript techniques and materials.</p> <p>Daniele continues to teach, paint and is working on a children's book.</p>	<a href="https://danieleimperiale.com">https://danieleimperiale.com</a> /
Courses Taught:	VPA121 Painting & Drawing	

<b>Emmy Thelander</b>	Adjunct Faculty	<a href="mailto:ethelander@hostos.cuny.edu">ethelander@hostos.cuny.edu</a>
	Emmy Thelander grew up in a suburb of Boston, the daughter of a wine salesman and a toy store owner. She was named after Emmy Hennings, the wife of dada artist, Hugo Ball. For her undergraduate degree she attended the Rhode Island School of Design and Washington University in St. Louis, where she received a BFA in painting. She now lives in Brooklyn.	<a href="http://www.emmythelander.com/">http://www.emmythelander.com/</a>
<b>Courses Taught:</b>	DD106 Intro to Usable Design, DD205 3D Design, DD101 Digital Toolbox, VPA121 Painting & Drawing	

<b>Elijah Richmond</b>	Adjunct Faculty	<a href="mailto:erichmond@hostos.cuny.edu">erichmond@hostos.cuny.edu</a>
	Gamer. Game Designer. Digital Artist. Creative	
<b>Courses Taught:</b>	GD101 Intro to Games, GD210 Game Studio	

<b>Wendy Cong Zhao</b>	Adjunct Faculty	<a href="mailto:czhao@hostos.cuny.edu">czhao@hostos.cuny.edu</a>
	<p>Hi! I am an artist based in New York. I make drawings and animations. I'm currently an MFA candidate at the Integrated Media Arts program at Hunter College. My background is in Painting and Film Production, and I've been working and teaching in art and animation since 2011.</p> <p>My work explores a range of ideas, such as expressions of the human body, stories about immigration, and more.</p>	<a href="http://www.wendycongzhao.com">www.wendycongzhao.com</a>
<b>Courses Taught:</b>	DD113 Motion Graphics, DD107 Concepts in Animation, VPA121 Painting & Drawing	

<b>Laura Andel</b>	Adjunct Faculty	<a href="mailto:landel@hostos.cuny.edu">landel@hostos.cuny.edu</a>
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Photo by Jacob Blickenstaff

Laura Andel is an award-winning music composer and educator born and raised in Argentina, currently based in Harlem, New York City. Described as someone who “seeks to expand our sense of time, form and perception through sound” by Evening Music (WNYC, New York Public Radio), Laura has received many awards for her music from the Rockefeller Foundation, New York Foundation for the Arts, Massachusetts Cultural Council, American Music Center, New York State Music Fund, BMI Foundation, Jerome Foundation, and the Argentina Music Council. She has also released several albums including Somnambulist, In::Tension::, Doble Mano, and Khartes.

Laura Andel holds a Master in Musical Creation, New Technologies, and Traditional Arts from Universidad Nacional de Tres de Febrero (Argentina), a Bachelor of Music in Film Scoring & Jazz Composition from Berklee College of Music (USA), and a Bachelor of Music in Tango & Jazz Performance from EMPA (Argentina).

Laura is currently an Adjunct Assistant Professor of Music at Hostos, CUNY, and a New York Philharmonic Teaching Artist/Mentor for their Very Young Composers program.

[lauraandel.com/news](http://lauraandel.com/news)  
[linkedin.com/in/lauraandelcomposer](https://linkedin.com/in/lauraandelcomposer)

<b>Courses Taught:</b>	MUS101 Fundamentals of Music Theory at the Keyboard, MUS102 Music Theory & Ear Training I, MUS207 Music Theory & Ear Training II
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<b>Robert Baird</b>	<b>Adjunct Faculty</b>	<a href="mailto:rbaird@hostos.cuny.edu">rbaird@hostos.cuny.edu</a>
	Experienced editor and writer with solid record of achievement in developing and directing print and digital content. Intuitive leader with acute cultural acumen in strategic positioning and market penetration; excels at aligning products with business, revenue, and growth goals. Significant expertise in editing, managing freelance contributors, budgeting and workflow, staff leadership, covering breaking news and identifying trends, assigning unique, lively, highly readable essays, profiles, interviews, reviews and retrospectives.	
<b>Courses Taught:</b>	MUS114 History of the Film Score	

<b>Craig Cobb</b>	<b>Adjunct Faculty</b>	<a href="mailto:ccobb@hostos.cuny.edu">ccobb@hostos.cuny.edu</a>
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Courses Taught:	DD102 Media Design in the Digital Age	

<b>Susan Godfrey</b>	Adjunct Faculty	<a href="mailto:sgodfrey@hostos.cuny.edu">sgodfrey@hostos.cuny.edu</a>
	After opening doors on The Productive Studios her co-working based animation studio in 2012; SVA Alumni Susan Godfrey (2006 BFA Animation) has been serving the animation community as a home base for ASIFA life drawing, hosting a ladies animated film making group, and advocating for New York based animated productions.	<a href="https://www.susangodfreyanimation.com/">https://www.susangodfreyanimation.com/</a>
Courses Taught:	DD101 Digital Toolbox	

<b>Barry Hartglass</b>	Adjunct Faculty	<a href="mailto:bhartglass@hostos.cuny.edu">bhartglass@hostos.cuny.edu</a>
	For over 20 years, Barry has been active working as a producer, engineer, composer, arranger and musician (bass, guitar, piano and saxophone). Barry received a Master of Arts degree in Music (composition) from CUNY Hunter College and a Bachelor of Music degree in Music Engineering Technology from the University of Miami. He also studied Music (composition) at the Juilliard School and Music for Film at NYU. Barry is currently teaching audio production and sound design courses at CUNY Hostos Community College.	<a href="http://barryhartglass.com/">http://barryhartglass.com/</a>
Courses Taught:	DM106 Intro to Recording Techniques, DM206 Production I, DM316 Production II	

<b>Michelle Cheikin</b>	Adjunct Faculty	<a href="mailto:mcheikin@hostos.cuny.edu">mcheikin@hostos.cuny.edu</a>
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	<p>Michelle Cheikin was born in Virginia Beach, 1970. She holds an MFA degree in Photography and Related Media from the School of Visual Arts. She teaches courses in Digital Photography and Media Design at Hostos Community College of the City University of New York located in the Bronx. Her photography has been exhibited in the Queens Museum of Art, The Bronx Museum of the Arts and in galleries nationwide. She currently resides in Brooklyn, NY.</p>	<a href="http://www.michellecheikin.com">http://www.michellecheikin.com</a>
<b>Courses Taught:</b>	DD101 Digital Toolbox, VPA133 Digital Photography, VPA134 Digital Photography II	

<b>Stefano Imbert</b>	<b>Adjunct Faculty</b>	<a href="mailto:simbert@hostos.cuny.edu">simbert@hostos.cuny.edu</a>
	<p>Born and raised in Rome, Italy, Stefano is a professional illustrator based in New York City for more than 15 years.</p> <p>He has provided poster design and illustration to theatres nationwide, and his book covers have been published internationally. Stefano's fashion illustrations are a monthly feature on a London-based men's fashion blog.</p> <p>Stefano volunteers with Ink Well Foundation, working with children facing illness and hardship. A graduate of School of Visual Arts, he teaches illustration at CUNY and serves on the Board of Directors of the Society of Illustrators (New York) as International Chair.</p>	<a href="http://www.stefanoimbert.com">http://www.stefanoimbert.com</a>
<b>Courses Taught:</b>	DD104 Color Theory	

<b>Ambrose Kwak</b>	<b>Adjunct Faculty</b>	<a href="mailto:kkwak@hostos.cuny.edu">kkwak@hostos.cuny.edu</a>
 <a href="#">in</a>	<ul style="list-style-type: none"> <li>• General manager with user experience research and design.</li> <li>• Highly thoughtful and detailed works.</li> <li>• Exceptional interaction design skills with a strong understanding of human or activity-centered design techniques.</li> <li>• Worked across a wide range of projects, specifically website development and mobile application.</li> </ul>	
<b>Courses Taught:</b>	DD112 Web Design I	

<b>David Langton</b>	<b>Adjunct Faculty</b>	<a href="mailto:dlangton@hostos.cuny.edu">dlangton@hostos.cuny.edu</a>
	<p>David Langton is a co-founder and president of Langton Cherubino Group, a full service design communication agency. David is an experienced creative director who has led communication projects for Fortune 500 companies and serves as a consultant to leaders and marketing executives of growing businesses. Langton Cherubino Group is the creator of the award-winning national wellness program for Pfizer; videos for Delcommonste's Greenhouse, Business Chemistry and Wicked Problems initiatives; five annual reports for Reading Health System; and a new logo and branding system for Renaissance Capital that was recently featured at the NYSE opening bell. Pro-bono work for the Northern Westchester Women's Shelter won a \$10,000 grant from Sappi Ideas That Matter for a "Love Shouldn't Hurt" outreach tool for teen abuse education.</p> <p>David is co-author of Visual Marketing (Wiley Publishers) and a graduate of the Rhode Island School of Design where he earned a Bachelor of Fine Arts degree in graphic design. David is currently an adjunct professor at Hostos College/CUNY where he teaches Communication Design.</p> <p>B.F.A, Graphic Design, Rhode Island School of Design, 1983</p>	<a href="http://langtoncreative.com">langtoncreative.com</a>
Courses Taught:	DD105 2D Design, DD201 Communication Design	

<b>Ayo Okunseinde</b>	<b>Adjunct Faculty</b>	<a href="mailto:aokunseinde@hostos.cuny.edu">aokunseinde@hostos.cuny.edu</a>
	<p>Ayodamola Tanimowo Okunseinde (ayo) is a Nigerian-American artist and interactive designer living and working in New York. He studied Visual Arts and Philosophy at Rutgers the State University of New Jersey where he earned his B.A. His works range from painting and speculative design to physically interactive works, wearable technology and explorations of Afrofuturism. Okunseinde was the co-founder and creative director of Dissident Display Studios, an award winning studio and art gallery based in Washington DC. As a collaborator with, amongst others, choreographer Maida Withers, Carmen Wong, and Yoko K., Okunseinde has created several interactive performance based works and has performed in several countries including Mexico, Finland, and Croatia. Okunseinde art residency participation includes Finland's Invitation to Helsinki,</p>	<a href="http://ayo.io/">http://ayo.io/</a>

	IDEO's Fortnight, New Inc, The Laundromat Project, and Eyebeam's Creative Residency. Ayodamola holds an MFA in Design and Technology from The New School, Parsons School of Design in New York where he is currently an adjunct faculty member.	
Courses Taught:	GD105 Game Programming I	

<b>Victor Pinnock</b>	Adjunct Faculty	<a href="mailto:vpinnock@hostos.cuny.edu">vpinnock@hostos.cuny.edu</a>
	Animator / Associate Adjunct Professor / Artist	<a href="https://instagram.com/secret.createure/">instagram.com/secret.createure/</a>
Courses Taught:	DD101 Digital Toolbox, DD114 Digital Illustration I, DD302 Web Design II	

<b>Michael Rader</b>	Adjunct Faculty	<a href="mailto:mrader@hostos.cuny.edu">mrader@hostos.cuny.edu</a>
	Mike Rader is an artist living and working in Brooklyn. He originally screened his film MAN VERSUS ULTRA MAN at the Art of Brooklyn Film Festival and will be screening it at the Anthology Film Archives as part of the NewFilmmakers New York FallFest 2012.	<a href="https://www.mikeraderstudio.com">https://www.mikeraderstudio.com</a>
Courses Taught:	VPA121 Painting & Drawing	

<b>Dean Razavi</b>	Adjunct Faculty	<a href="mailto:drazavi@hostos.cuny.edu">drazavi@hostos.cuny.edu</a>
	Razbury Games is an indie development company owned by Dean Razavi. A game design instructor, and developer of various role-playing games (RPGs), Dean got his start in the Warcraft II and Starcraft map editors building RPGs with the engine's trigger editor, and later in Inform, Game Maker, and most recently RPG Maker. Since then, he has developed several	<a href="https://www.razburygames.com/">https://www.razburygames.com/</a>

	<p>RPGs (including a needlessly elaborate one for his wedding invitation) and has hosted nearly a dozen live-action competition games inspired by his favorite Reality TV Competition Shows. After realizing that game design could be more than a hobby, Dean left the practice of law to dig into game design full time.</p> <p>Dean is currently working on Vidar, an RPG puzzle game focused on telling a randomly created, yet still cohesive, narrative. Under the banner of Razbury Games, Dean is also developing From Rust, an online co-op card game RPG. He also runs an RPG Maker VX Ace tutorial blog called The Iron Shoe, and is working with his husband on a platform to play games created in RPG Maker VX Ace on Mac and Linux.</p>	
<b>Courses Taught:</b>	GD201 Digital Games	

<b>Barak Ziv</b>	<b>Adjunct Faculty</b>	<a href="mailto:bziv@hostos.cuny.edu">bziv@hostos.cuny.edu</a>
	<p>I am Barak Ziv, a motion designer/art director and consultant, providing creative services for businesses and studios.</p> <p>I am experienced in creating interesting visual solutions from concept development to a complete project. I worked on projects in broadcast and digital content, corporate videos, VFX shots, live events and installations. Some known companies I worked for are Viacom, Audible and HBO.</p> <p>When I'm not working on a commercial projects, I like to work on personal ideas, and learn the new trends. I also teach computer graphics at CUNY. Other interests are photography, coffee, and computer ergonomics, helping my fellow computer users to work smarter and healthier.</p>	<a href="http://www.bzwork.com/">http://www.bzwork.com/</a>
<b>Courses Taught:</b>	DD207 3D Computer Animation I, DD101 Digital Toolbox	

<b>Debra Solomon</b>	<b>Adjunct Faculty</b>	<a href="mailto:dsolomon@hostos.cuny.edu">dsolomon@hostos.cuny.edu</a>
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	<p>Debra Solomon has been making animated films since 1995. Her films have won awards at festivals all over the world including a Silver Lion at the Venice Biennale and best Soundtrack in Annecy and a special Jury Award at the World Animation Festival. Her films are also in the Met Museum and MOMA's collections. Debra is a N.Y.F.A fellow and Jerome recipient .She helped create the Disney Channels first hit show Lizzie McGuire.designing the animated Lizzie and directing the animated segments for the series. Her film Getting Over Him in 8 Songs or less was shown on HBO. And this summer she has completed her latest animated short My Kingdom.</p>	<a href="http://www.debrasolomon.com/">http://www.debrasolomon.com/</a>
<b>Courses Taught:</b>	DD107 Concepts in Animation	

<b>Irma Justicia</b>	<b>Adjunct Faculty</b>	<a href="mailto:ijusticia@hostos.cuny.edu">ijusticia@hostos.cuny.edu</a>
<b>Courses Taught:</b>	MUS101	

<b>Chris Lackner</b>	<b>Adjunct Faculty</b>	<a href="mailto:clackner@hostos.cuny.edu">clackner@hostos.cuny.edu</a>
	<p>With 14 years experience in the Video Industry and 10 years experience in the Live Event Industry, I have thorough experience as a project manager and have handled all aspects of video and event production from conception through completion. With my company, Lackner Productions, I've had a long-term working relationship with video and event management company Legend Productions in New York.</p> <p>Whether it's a fast video edit or planning a multi-day conference, production schedules always need to remain on track and on budget, while adhering to high personal and professional standards. Meeting client needs with every detail is fundamental to my successful track record.</p>	
<b>Courses Taught:</b>	DD202 Video Production	

# Facilities

## Fall 2019 Lab/Equipment Room Hours

Note that these lab hours are subject to change. Contact [Senior CLT Marino Corniel](#) for the latest hours.

Equipment, such as cameras, can be checked out from the equipment closet, located next door to the Game Lab, C-456.

Lab/Room	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Game Lab (C-456)	TBA	TBA	TBA	TBA	TBA	TBA	TBA
Design Lab (C-515)	TBA	TBA	TBA	TBA	TBA	TBA	TBA
Sound Lab	TBA	TBA	TBA	TBA	TBA	TBA	TBA
Piano Lab Tutoring (C-452)	12:30-4:30 pm	TBA	TBA	TBA	TBA	TBA	TBA
Equipment Room	1-6p	12-5p	1-6p	12-5p	9a-2p	12-5p	Closed

## Scholarship Opportunities and Community Organizations

### Phi Theta Kappa Honor Society



[Phi Theta Kappa Honor Society](#)

## Colmena Design (formerly The Hive Cooperative)

### THE HIVE COOPERTIVE

Publishes their first book



The Hive Cooperative: Rees Shad, Elijah Richmond, Chris Aiken, Dylan Shad, Rocio Rayo, & Amara Dioubate

The [Hive Cooperative](#) was formed this summer when Professor Rees Shad and his teaching assistant and collaborator Dylan Shad recruited Hostos students and recent graduates to help them create a book on game design. The team, made up of Rocio Rayo, Elijah Richmond, Amara Dioubate, and Chris Aiken came together in late July to analyze, playtest, deconstruct, reconstruct, edit, illustrate, and layout Rees' original text.

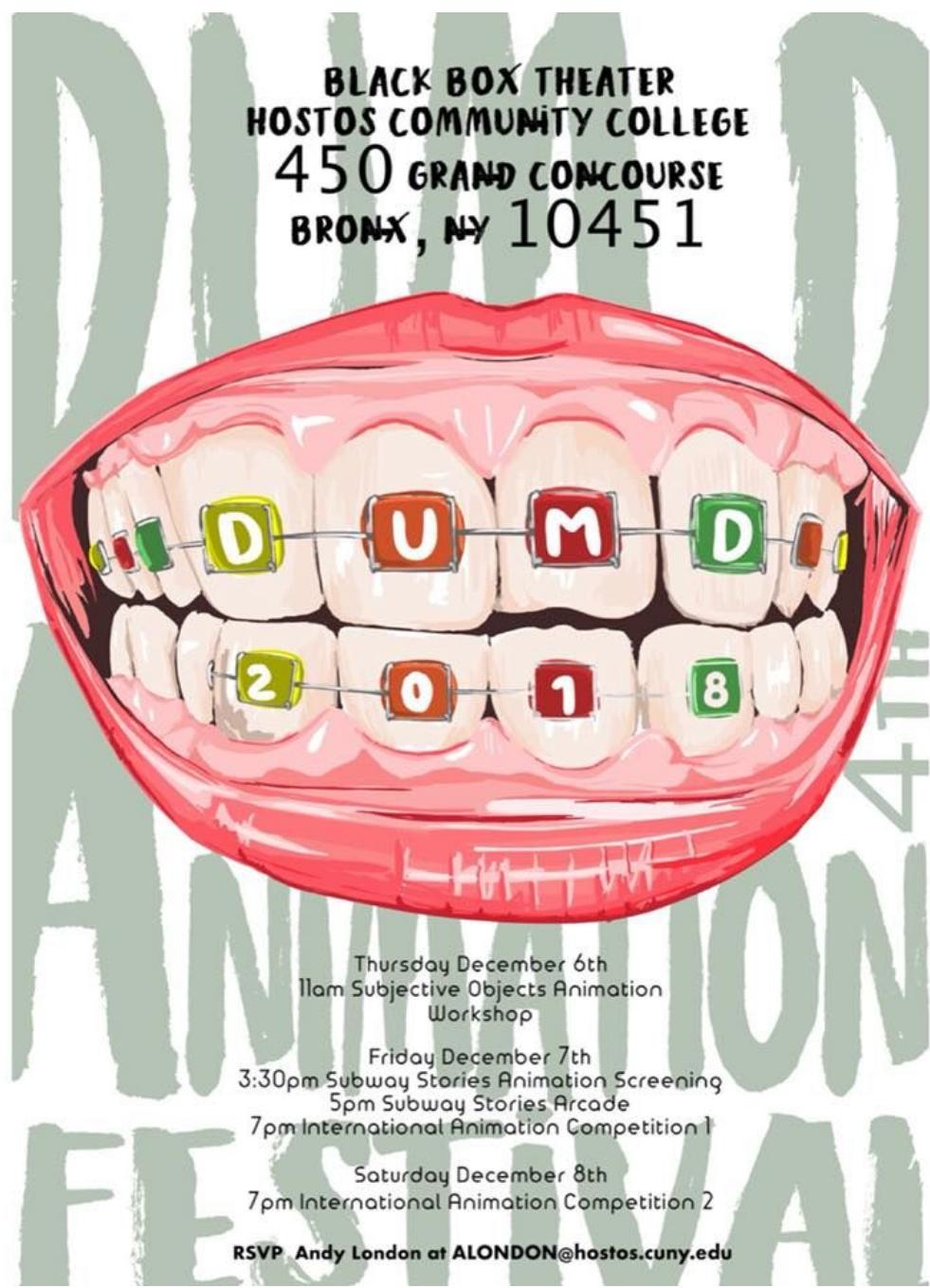
The team spent long grueling weeks working on the manuscript of Einstein & the Honeybee, which they have published through Amazon's self-publishing arm Createspace. The book is on sale through Amazon as well as through traditional bookstores, and is being used as the main textbook for the Introduction to Game Design Classes.

Funded in part by the Ravenfox Fund, proceeds from sales of the book are equally shared by the members of the cooperative.

# Program Initiatives

## DUM-D Animation Festival

The DUM-D Animation Festival is an annual animation festival organized by Prof. London.



DUMD 2018 Poster

# Clubs

## eSports Club

**Academic Advisor** - Joe Caravalho

## Music Club

**Academic Advisor** - Joe Caravalho

## Digital Collective

An animation club

**Academic Advisor** - Andy London

## Video Game Club

A club for connecting the community through video gaming.

**President** - Igor Reyes

**Vice President** - Christopher Perez

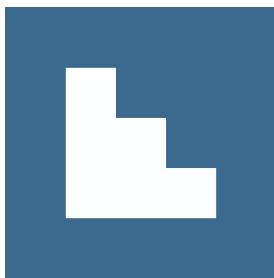
**Treasurer** - Justo Ramos Rodriguez

**Secretary** - Reina Toto

**Academic Advisor** - Juno Morrow

## Game Design Club

A club dedicated to the design of games



**President** - Yesenia Leon  
**Vice President** - Daquan Johnson  
**Treasurer** - Samantha Reape  
**Secretary** - Joshua Blunt  
**Academic Advisor** - Juno Morrow

## Additional Resources

### Writing Intensive Information

#### Writing Intensive (WI) requirements ([source](#))

All students entering Hostos for the first time in Fall 2003, or thereafter, must complete two (2) WI course sections before graduation. Students with entry semester prior to Fall 2003 are not required to complete this requirement unless they are not enrolled consistently. If a student takes several semesters off (not including Summer sessions) they may then be required to follow the requirements currently in place.

If a student has completed or is taking ENG 110 (formerly 1302), they should take a WI section as soon as possible. Students may also take one WI section if they have a minimum English language proficiency level of ESL 091 (formerly ENG 1300) or ENG 091 (formerly 1301) as long as that section does not specifically require ENG 1302 as a co- or pre-requisite. WI courses do not need to be taken at the beginning of a college career, but students should not leave them for the end either.

Writing Intensive course sections are listed in the Schedule of Classes. Students frequently register for the wrong sections, believing them to be Writing Intensive for four reasons:

1. They believe that “writing intensive” refers to ENG 110 & 111 (formerly 1302 & 1303);
2. They do not understand that, although multiple sections of the same course are offered only specific section(s) is Writing Intensive;
3. They see the words “WRITING INTENSIVE SECTION” in the Class Schedule and think it’s referring to the class below these words (rather than the class above). NOTE: Any time words appear within course sections within the Schedule of Classes, they refer to the one section immediately above the statement);
4. They do not know to check the Section number (all section numbers are 5 digits, except for Writing Intensive sections which have three digits followed by the letters “WI”: ###WI). NOTE: Not to be confused with sections ending in “WH” which indicates courses held at the Washington Heights location.

#### List of Writing Intensive Classes Offered in the English Department

(there are also others outside of ENG, but no comprehensive list)

<b>ENG 210</b> STUDIES IN FICTION	<a href="#">Course Description</a>	<b>ENG 225</b> LITERATURE OF THE BLACK AMERICAN	<a href="#">Course Description</a>
<b>ENG 211</b> THE MODERN AMERICAN NOVEL	<a href="#">Course Description</a>	<b>ENG 226</b> LITERATURE OF SCIENCE FICTION	<a href="#">Course Description</a>
<b>ENG 212</b> STUDIES IN DRAMA	<a href="#">Course Description</a>	<b>ENG 228</b> LITERATURE AND ILLNESS	<a href="#">Course Description</a>
<b>ENG 213</b> SHAKESPEARE	<a href="#">Course Description</a>	<b>ENG 230</b> LANGUAGE, CULTURE & SOCIETY	<a href="#">Course Description</a>
<b>ENG 215</b> BIBLE AND LITERATURE	<a href="#">Course Description</a>	<b>ENG 242</b> WRITING ABOUT MUSIC	<a href="#">Course Description</a>
<b>ENG 221</b> INTRODUCTION TO CHILDREN'S LITERATURE	<a href="#">Course Description</a>	<b>ENG 251</b> MODERN FEMALE DETECTIVE NOVEL	<a href="#">Course Description</a>
<b>ENG 222</b> LATIN AMERICAN LITERATURE IN TRANSLATION	<a href="#">Course Description</a>	<b>WGS 100</b> INTRODUCTION TO WOMEN'S AND GENDER STUDIES	<a href="#">Course Description</a>
<b>ENG 223</b> WOMEN IN LITERATURE	<a href="#">Course Description</a>	<b>WGS 200</b> GENDER AND WORK	<a href="#">Course Description</a>
<b>ENG 224</b> LITERATURE AND PSYCHOLOGY	<a href="#">Course Description</a>		

# Pathways Approved Flexible Common Core

Hostos CC Pathways Common Core Approved Courses (30 Credits)

Required Common Core Courses			Flexible Common Core Courses				
English Composition	Mathematical and Quantitative Reasoning	Life and Physical Sciences	World Cultures & Global Issues	U.S. Experience in Its Diversity	Creative Expression	Individual and Society	Scientific World
ENG 101	MAT 100	BIO 110	ANT 101	BLS 114	ENG 203	CJ 101	BIO 120
ENG 102	MAT 105	BIO 210	BLS 101	ENG 225	ENG 204	ECO 101	BIO 130
ENG 110	MAT 115	BIO 220	ENG 200	HIS 210	ENG 210	ECO 102	BIO 210
ENG 111	MAT 120	BIO 230	ENG 213	HIS 211	ENG 212	ENG 223	BIO 220
	MAT 160	BIO 240	ENG 215	LAC 101	ENG 214	ENG 224	BIO 230
	MAT 210	CHE 105	ENG 222	LAC 132	ENG 221	ENG 228	BIO 240
	MAT 220	CHE 110	HIS 201	POL 101	VPA 114	ENG 230	BIO 260
	MAT 310	CHE 210	HIS 202	WGS 100	VPA 141	LIN 100	BIO 310
		CHE 220	HUM 100		VPA 181	LIN 102	CHE 210
		ENV 110	LAC 108		VPA 192	LIN 103	CHE 220
		PHY 105	LAC 118			PSY 101	CHE 310
		PHY 110	POL 207			PSY 110	CHE 312
		PHY 120	SPA 117			PSY 120	MAT 160
		PHY 210	SPA 118			PSY 121	MAT 210
		PHY 220	WGS 200			SOC 101	MAT 310
							PHY 110
							PHY 120
							PHY 210
							PHY 220
STEM*							

\*Some Common Core courses in STEM fields serve also as major requirements. These courses, labeled STEM variant courses, may be found in three areas of the Common Core: Life and Physical Sciences, Mathematics and Quantitative Reasoning, and Scientific World. A particular STEM variant course may appear in more than one area of the Common Core. When this occurs, students may choose which area of the Common Core they want the course to fulfill. STEM variant courses may be more than three credits. In such cases, three credits will apply to fulfilling the Common Core; all of the course's credits will apply to the major.

Office of Academic Advisement: Room C 354  
Revised January 24, 2017

## NYC Game Scene Events

### Year-round

- [Playcrafting NYC](#) - expos and community events
- [NYU Game Center Lecture Series](#) - designer lectures
- [Death by Audio Arcade / WONDERVILLE](#) - showcase and community events
- [Babycastles](#) - artgame exhibitions

### Spring

- [IndieCade East](#) - game festival

## Summer

[Game Devs of Color Expo](#)

[Games for Change](#)

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## Game Development Links for Students

[A Guide to Showing your Game at Festivals, Expos, and Conventions](#) by Ian Schreiber

[A Guide To GDC, Mostly For Students](#) by Ian Schreiber

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## GDC Scholarships

- [Blacks at Xbox Community](#)
  - [Dames Making Games](#)
  - [Different Games Collective](#)
  - [ESA Scholarship Foundation Program](#)
  - [Gay Game Industry Professionals](#)
  - [GaymerX](#)
  - [Glitch](#)
  - [Global Game Jam](#)
  - [I Need Diverse Games](#)
  - [IGDA Foundation](#)
  - [imagineNATIVE iNstitute](#)
  - [Microsoft Game Changer - Xbox Women in Gaming](#)
  - [Pixelles](#)
  - [Train Jam](#)
  - [Latam Video Game Federation](#)
  - [The Game Devs of Color Expo](#)
- 

## Game Development Tools and Resources

List courtesy of [Ciro Continisio](#)

**Note:** Resources listed here are generally free, though some have paid plans for extra features.

## Game Engines

[Unity](#) (powerful [Asset Store](#), also check [tools](#) below)  
[Unreal Engine 4](#) (comes with source code, [marketplace](#))  
[Cry Engine](#) (comes with source code, [marketplace](#))  
[Amazon Lumberyard](#)  
[Scratch](#) (no coding required, great for beginners and kids)  
[PICO-8](#) (simple, great for small jams, [code examples](#))  
[GameMaker](#) (great for beginners + [marketplace](#))  
[Godot](#) (open source!)  
[Construct 3](#) (web-based)  
[Stencyl](#) (no coding required)  
[Defold](#) (2D only)  
[Ren'Py](#) (visual novels)  
[Twine](#) (text-based games)  
[Inkle Writer](#) (text-based games)  
[Adventure Game Studio](#)  
[IRRLicht](#)  
[RPG Maker VX Ace Lite](#) (no coding required, 2D, does more than just RPGs)  
[Armory3D](#) (open source 3D game engine)  
[Bitsy](#) (very simple, 2D, runs in browser)  
[Gdevelop](#) (open source, similar to Construct)

## HTML5 / Javascript

Canvas Engine - <http://canvasengine.net/>  
Pixi.js (fast WebGL and Canvas renderer) - <http://www.pixijs.com/>  
CreateJS (HTML5/Javascript libraries) - <https://createjs.com/>  
BabylonJS - (webGL engine) <http://www.babylonjs.com/>  
Box2D (javascript 2D physics library) - <http://box2d-js.sourceforge.net/>  
Phaser - <http://phaser.io/>  
Superpowers - <https://sparklinlabs.itch.io/superpowers>  
Cocos2D HTML5 - <http://www.cocos2d-x.org/download>  
Processing.js (for visual designers) - <http://processingjs.org/>  
p5.js - <https://p5js.org/>  
Enchant.js - <http://enchantjs.com>  
Codepen <https://codepen.io/>  
PuzzleScript - <https://www.puzzlescript.net/>

## Frameworks and Libraries

MonoGame (Open source version of XNA, actively maintained) - <http://monogame.net/>  
Processing (Java) - <http://processing.org/>

Ogre3D (3D rendering engine) - <http://www.ogre3d.org/>  
LibGDX - <http://libgdx.badlogicgames.com/>  
OpenFL (Flash-like cross-platform API) - <http://www.openfl.org/>  
Box2D (2D physics library) - <http://box2d.org/>  
Chipmunk2D (2D physics library) - <https://chipmunk-physics.net/>  
HaxeFlixel (Haxe) - <http://www.haxeflixel.com>  
Heaps (Haxe cross-platform API) - <http://heaps.io/>  
SDL (cross platform API for C/C++) - <http://www.libsdl.org/index.php>  
SFML (multimedia library for C++) - <https://www.sfml-dev.org/>  
Love2D (Lua) - <http://love2d.org>  
Raylib - <http://www.raylib.com/>  
Openframeworks (C++ toolkit) - <http://www.openframeworks.cc/>  
PyGame (Python) - <https://www.pygame.org/>  
A-Frame (small, easy framework for web VR, includes small editor) - <https://aframe.io/>  
VRTK - <https://vrtoolkit.readme.io>

## Tools

### 3D Modeling

Blender - <http://www.blender.org>  
MakeHuman - <http://www.makehumancommunity.org/>  
MagicaVoxel - <https://ephtracy.github.io/>  
Vectary (online 3D modeling) - <https://www.vectary.com/>  
Qubicle (Voxel Editor) - <http://www.minddesk.com/>  
SketchUp - <https://www.sketchup.com/>

### 2D and Vector Graphics

GIMP (Photoshop-like) - <http://gimp.org>  
Paint.NET : <http://www.getpaint.net/>  
Krita (digital painting) - <https://krita.org/>  
Inkscape (SVG/Vector tool) - <http://inkscape.org/>  
Aseprite - <http://www.aseprite.org/>  
Pixlr - <http://pixlr.com/editor/>  
Pyxel Edit - <https://pyxeledit.com>  
Piskel (Online Pixelart & Sprite Editor) - <http://www.piskelapp.com>  
Figma (Free Web-based vector graphics editor) - <http://figma.com>  
GraphicsGale (Free) - <https://graphicsgale.com/us/>

### Animation

DragonBones (skeletal animation) - <http://dragonbones.com/en/index.html>  
Spine (2D skeletal animation) - <http://esotericsoftware.com/>  
Carnegie-Mellon Motion Capture Database - <http://mocap.cs.cmu.edu>

Spriter (2D skeletal animation) - <https://brashmonkey.com/>

## Other Graphic Tools

Tiled (tile editor) - <http://www.mapeditor.org/>

Texture Packer - <http://www.codeandweb.com/texturepacker>

Color Oracle (color blindness testing) - <http://colororacle.org>

Shoebox - <http://renderhjs.net/shoebox/>

Paletton (color schemes) - <http://paletton.com/>

Image optimizer - <http://www.imageoptimizer.net>

Texture Generator Online - <https://cpetry.github.io/TextureGenerator-Online/>

Tilemancer (node-based filters tool for tiles) - <https://led.itch.io/tilemancer>

Fractorium Flame Fractal Generator - <http://fractorium.com/>

## Coding

### IDEs

Eclipse - <http://www.eclipse.org/>

Visual Studio Community - <https://www.visualstudio.com/vs/community/>

Monodevelop - <http://monodevelop.com/>

IntelliJ - <http://www.jetbrains.com/idea/>

Komodo Edit - <http://www.activestate.com/komodo-edit>

Notepad ++ - <https://notepad-plus-plus.org/>

Collabedit (text editor / chat hybrid with simple syntax highlighting) - <http://collabedit.com/>

Consulo - <https://consulo.io/>

Visual Studio Code (Text editor with some autocomplete) - <https://code.visualstudio.com/>

Atom - <https://atom.io/>

PureData - <http://puredata.info/>

Netbeans - <https://netbeans.org/>

### Source Control

Mercurial SCM (software only) - <https://www.mercurial-scm.org/>

Git (software only) - <http://git-scm.com>

GitHub (software + hosting) - <https://github.com>

Bitbucket (mercurial and git hosting) - <https://bitbucket.org>

Sourcetree (nice visual gui software for git and mercurial) - <http://www.sourcetreeapp.com/>

GitExtensions (similar to Sourcetree, but all FOSS) - <http://gitextensions.github.io/>

GitKraken (Git visual GUI, free for non-commercial) - <https://www.gitkraken.com/>

Git LFS (Large File Storage, useful for binary objects) - <https://git-lfs.github.com/>

## Audio and Music

BFXR (sound tool) - <http://bfxr.net>

Audacity (Audio / Recording / Music) - <http://www.audacityteam.org/download/>  
Reaper (Digital Audio Workstation) - <https://www.reaper.fm/>  
Ableton Live (Digital Audio Workstation) - <https://ableton.com>  
Cakewalk by Bandlab (Digital audio workstation - formerly SONAR) -  
<https://www.bandlab.com/products/cakewalk>  
Bosca Ceoil (music tool) - <https://terrycavanagh.itch.io/bosca-ceoil>  
Procedural Music - <http://abundant-music.com> (needs a Midi Renderer)  
SynthFont - <http://www.synthfont.com> (Midi Renderer)  
GXSCC - <http://www.geocities.co.jp/SiliconValley-SanJose> (Midi Renderer)  
BeepBox (chiptune) - <http://www.beepbox.co>  
Milkytracker (tracker) - <http://www.milkytracker.org>  
ChipTone (BFXR's big brother) - <http://sfbgames.com/chiptone>  
Soundation (music maker) - <https://soundation.com/>  
Music / SFX (Machine learning) - <https://experiments.withgoogle.com/ai/sound-maker/view/>  
Otomata (generative musical sequencer) - <http://www.earslap.com/page/otomata.html>  
Pixitrapper (chiptune sequencer) - <http://www.warmplace.ru/soft/pixitrapper/>  
VCV - <https://vcvrack.com>

## Middleware

FMOD (free tier) - <https://www.fmod.com/>  
WWISE (free tier) - <https://wwwaudiokinetic.com/products/wwise/>

## Task Management

### Graphical

[Trello](#) (project management, bucket list)  
[HackNPlan](#) (project management, bucket list, time metrics, specific for gamedev)  
[Murally](#) (pinboard, connects to Google Drive and Evernote)  
[Realtime Board](#) (pinboard)  
[Mindmeister](#) (mind mapping)  
[Lucidchart](#), [Cacoo](#) (diagrams and flowcharts)  
[Sligrid](#) (pinboard, mind mapping, concept board; sign up with invite code: ggj18)  
[Notion](#) (notes, wikis and tasks)  
[Draw.io](#) (diagrams and flowcharts)  
[Asana](#) (project management)  
[Project Libre](#) (open-source Microsoft Project-type GANTT charts)

### Text-based

[Workflowy](#) (Collaborative list editor, task lists)  
[Bear](#) (flexible writing app for iPhone, iPad and Mac)

## Assets

Everything - <http://kenney.nl/>

Everything - <http://opengameart.org> (most models in Blender format)

Everything (compatible with other tech too) - <https://assetstore.unity.com/>

Everything - <https://search.creativecommons.org/>

Everything - <https://archive.org>

### 3D Models

3D models - <http://turboSquid.com>

3D models - <http://www.blendswap.com/>

3D models - <http://www.sketchfab.com>

Very high quality assets - <http://devassets.com>

Plenty of lowpoly models - <https://poly.google.com/>

Thingiverse (convert STL to OBJ using Blender) - <https://www.thingiverse.com/>

### Textures / 2D Art

Textures - <http://www.cgtextures.com>

2D sprites and Flash backgrounds (.fla) - <http://glitchthegame.com/>

Textures (only partly free)- <http://www.openfootage.net>

Textures with PBR maps - <https://3dtextures.me/>

### Audio

Music - <http://www.newgrounds.com/audio>

Music - <https://expsyle.bandcamp.com/>

Music - <http://dig.ccmixter.org/>

Music production - <https://www.audiotool.com/>

Music production - <https://www.soundtrap.com/>

Music production (Chip tunes) - <http://sfbgames.com/chiptone/>

Sound Effects - <http://freesfx.co.uk>

Sound Effects - <http://soundbible.com>

Sound Effects - <http://freesound.org/>

Sound Effects - <http://99sounds.org/free-sound-effects/>

Sound Effects - <https://sonniss.com/gameaudiogdc2017/>

Sound Effects - <https://sonniss.com/gameaudiogdc2016/>

Sound Effects - <http://ftpmirror.your.org/pub/misc/sonniss/>

Sound Effects - [http://wiki.laptop.org/go/Free\\_sound\\_samples](http://wiki.laptop.org/go/Free_sound_samples)

Audition SFX - <https://offers.adobe.com>

Music (and graph paper!!) - <http://incompetech.com>

Text-To-Speech - <https://soundoftext.com/>

Free Music Archive (great CC music library) - <http://freemusicarchive.org/>

(tip: you can search CC BY music **using filters** in Soundcloud or Youtube)

## Fonts

Fonts - <http://www.fontsquirrel.com>

Google Fonts - <http://www.google.com/fonts>

Fonts - <http://www.1001freefonts.com>

Fonts - <http://www.fontriver.com>

Fonts - <http://www.1001fonts.com>

Da Font - <http://dafont.com/> FontStruct (Font Maker + Font Library) - <https://fontstruct.com/>

## Public Domain

New York Public Library - <http://digitalcollections.nypl.org/>

NASA Audio Library - <https://archive.org/details/nasaaudiocollection>

## Board Games

Board game tools - <http://www.rptools.net/>

Software for developing card games: <http://www.cgjennings.ca/eons/index.html>

# Miscellaneous

## Unity tools

Unity Playground - Framework to build 2D physics-driven games in Unity -

<https://unity3d.com/learn/tutorials/s/unity-playground>

Fungus - Package which is great for building narrative in Unity - <http://fungusgames.com/>

InkleWriter (tool for narrative-driven games, has Unity plugin) -

<https://www.inklestudios.com/inklewriter/game-developers/>

ProBuilder (BSP style level editing tools) - <http://www.procure3d.com/probuilder/>

Procedural terrain tool for Unity - <http://code.google.com/p/unityterraintoolkit/downloads/list>

DoTween - <dotween.demigiant.com/index.php>

TouchScript (multitouch/gesture/TUIO library) - <https://github.com/TouchScript/TouchScript>

Fabric (Interactive audio engine, free for one game/year) - <http://www.tazman-audio.co.uk/>

Playmaker (Visual Programming) - <https://www.hutonggames.com/>

Bolt (Visual Programming) - <https://ludiq.io/bolt>

Unity Raw Mocap Data Asset - <http://u3d.as/3Bt>

## Other

[PixelProspector](#) (gamedev big lists)

[ScreenToGif](#) (screen,webcam and sketchboard with integrated editor, optimized GIFs)

[GIFCam](#) (free recorder that outputs optimized GIFs)

[Peek](#) (Linux gif screen recorder)

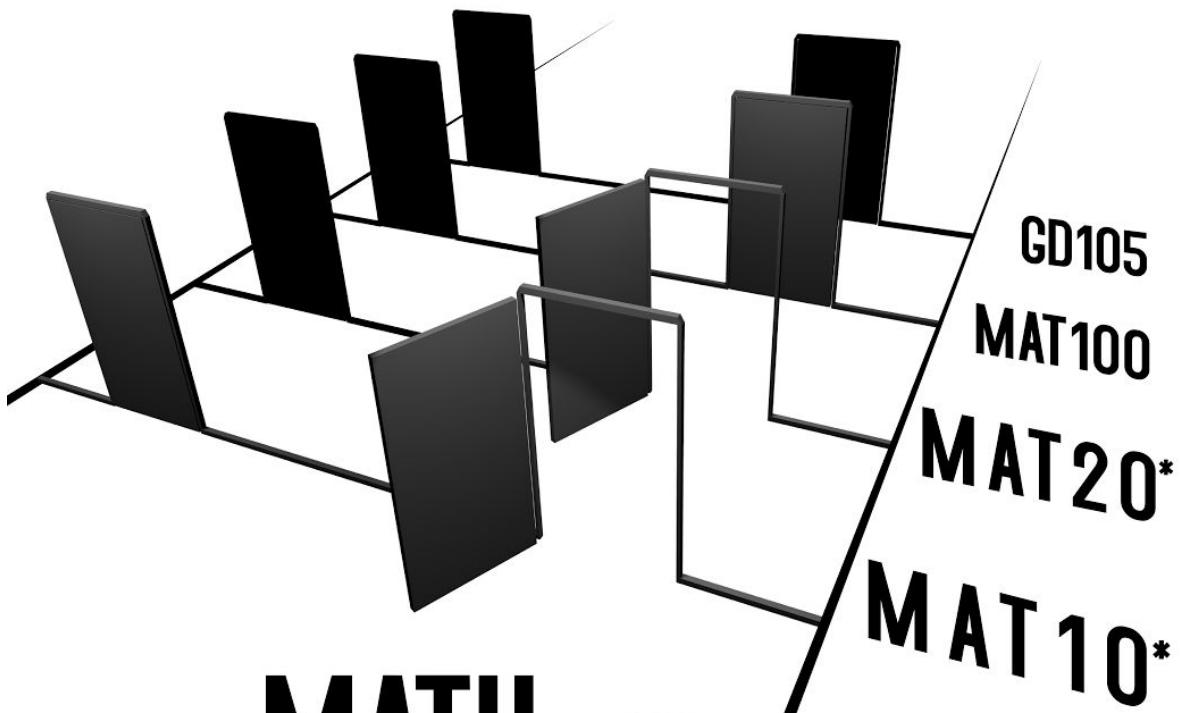
[EZGif](#) (online GIF animation editor and maker)

[JSFiddle](#) (collaborative tool for web projects)

[Github Gists](#) (collection of useful scripts)

[OBS](#) (cross-platform streaming/screen capture)

# GAME DESIGN MAJORS: DON'T GET LEFT IN THE DARK



MAKE MATH YOUR  
PRIORITY

\*MAT10/15/20 are only for students in need of remediation

Game Design is founded upon systems thinking and mathematical reasoning, so make math your priority!

If you're required to take remedial math courses, such as MAT10 or MAT20, graduation may be delayed by a year or more, so get your math classes out of the way so you can take GD105 Game Programming I (required) and become a kick @\$\$ game designer!



**Hostos** Community  
College