
MATH

FOR GAME DESIGN MAJORS



Hostos Community College



**MEDIA
DESIGN**
PROGRAMS

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!

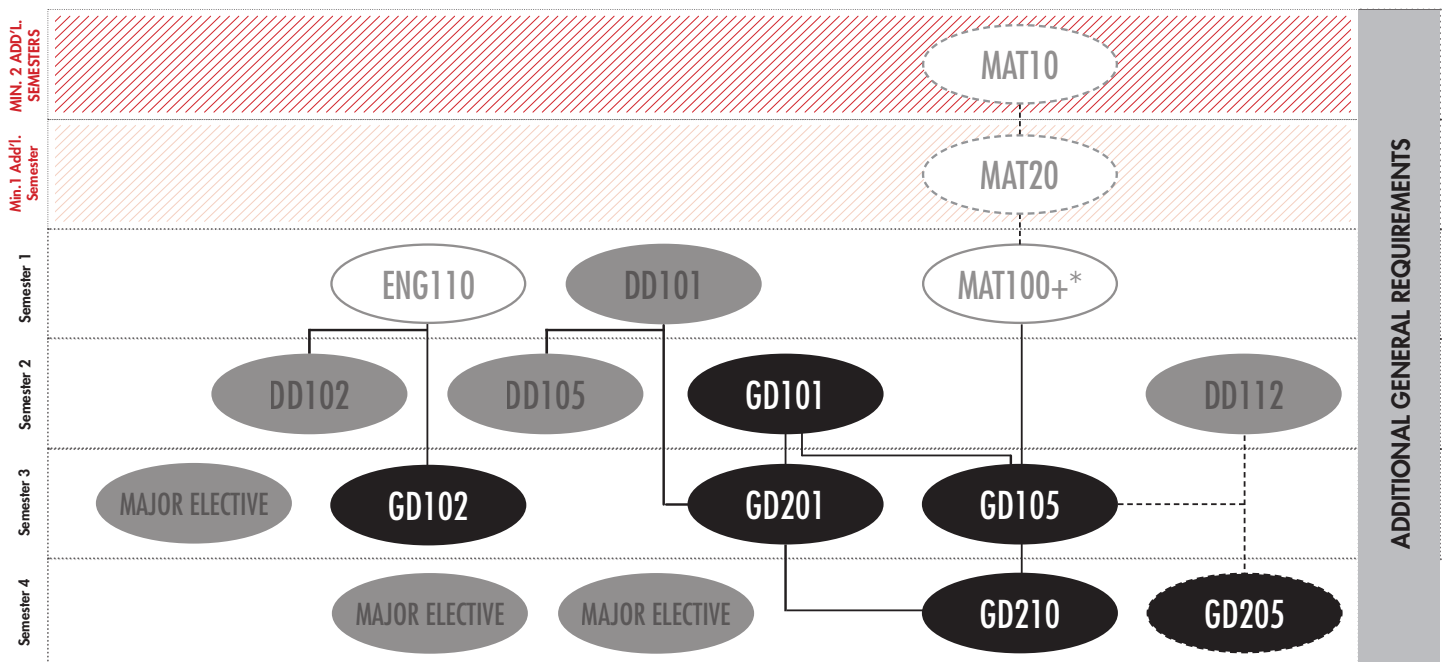
LIST OF HOSTOS GD COURSES

GD101	Introduction to Games
GD102	Beyond Games
GD105	Game Programming I
GD201	Digital Games
GD205	Game Programming II (major elective)
GD210	Game Studio

LIST OF MAJOR ELECTIVES OUTSIDE GAME DESIGN

DD107	Concepts in Animation
DM205	Sound Design
DD113	Intro to Motion Graphics
DD207	3D Computer Animation I
DD307	3D Computer Animation II
DD202	Video Production
DM106	Introduction to Recording Techniques
BUS101	Intro to Business for the Digital Entrepreneur
DD302	Web Design II
VPA121	Painting & Drawing
MAT215	Modern Programming

EXAMPLE PROGRESSION FOR GAME DESIGN A.A.S. DEGREE PROGRAM AT HOSTOS



EACH SEMESTER YOU DO NOT RECEIVE CREDIT FOR MAT100+ WILL DELAY YOUR GRADUATION

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