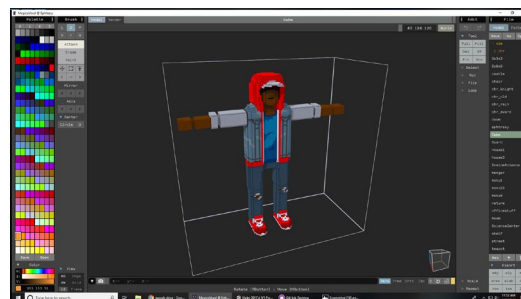


Hostos **GAME DESIGN** PROGRAM



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 systems thinking to establish a foundational background in games.

Hostos was the first public college in New York to offer a game design degree program and it is currently the only one of its kind within CUNY and SUNY. Students follow a project-based curriculum culminating in a final capstone project which also acts as a portfolio piece. Most importantly, students enrolled in the Hostos Game Design Program receive thorough preparation for transfer into bachelor's programs at all the leading design and animation programs in the USA including those in the City & State Universities of New York.



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?

You don't need to be a *gamer* to be a great game designer. Being good at playing games does not necessarily mean one will excel as a game designer. Anyone and everyone can design and develop a game from the ground up with enough hard work! It takes perseverance to succeed at creating games, as does any elaborate multimedia project. Why not give it a shot?

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.

LIST OF HOSTOS GD COURSES

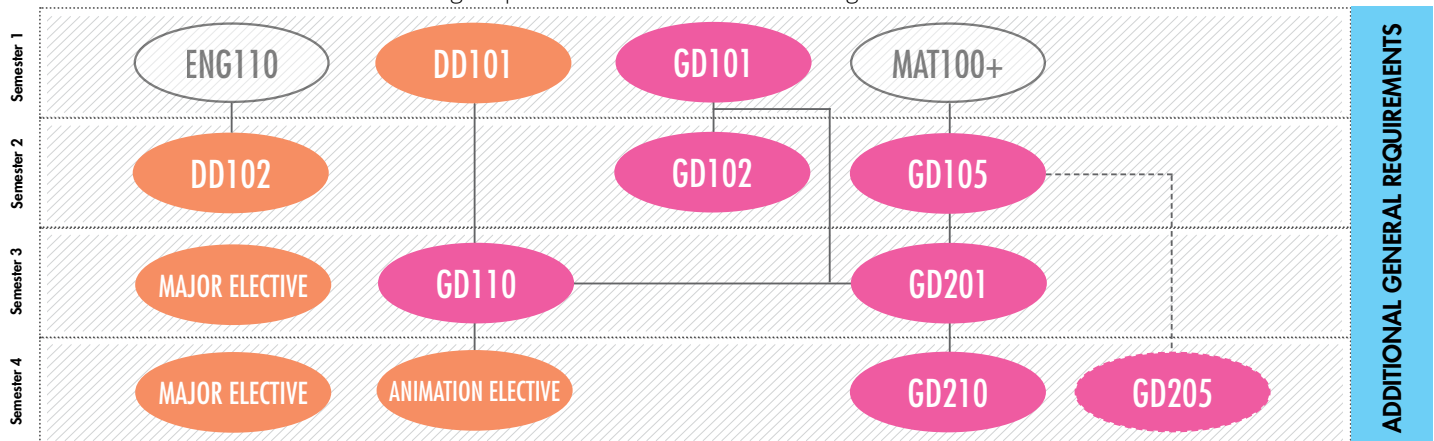
GD101	Introduction to Games
GD102	Beyond Games
GD105	Game Programming I
GD110	Visual Design for Games
GD201	Digital Games
GD205	Game Programming II (major elective)
GD210	Game Studio

ELECTIVES AND RELATED COURSES

DD107	Concepts in Animation
DD108	Visual Narrative
DD111	Intro to Sound Design
DD112	Web Design I
DD113	Intro to Motion Graphics
DD202	Video Production
DD207	3D Computer Animation I
DD307	3D Computer Animation II
DD202	Video Production
BUS101	Intro to Business for the Digital Entrepreneur
DD302	Web Design II
CSC215	Modern Programming
VPA121	Painting & Drawing

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

This degree plan is for new students entering in Fall 2019 onward.



CONTACT PROF. JUNO MORROW ([JMORROW@HOSTOS.CUNY.EDU](mailto:jmorrow@hostos.cuny.edu)) WITH ADDITIONAL QUESTIONS YOU MIGHT HAVE ABOUT THE GAME DESIGN PROGRAM AT HOSTOS