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**Graphic Design and Library Technology – Video Game Design**

**Certificate**

**EFFECTIVE FALL 2019**

**Program Coordinator: Drew Hunt E-mail:** **andrew.hunt@kctcs.edu** **Phone: 859-246-6287**

**Program Website: https://bluegrass.kctcs.edu/education-training/program-finder/graphic-design-and-library-technology.aspx**

**Student Name: Student ID:**

***Students must meet college readiness benchmarks as identified by the Council on Postsecondary Education or remedy the identified skill deficiencies.***

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| **First Semester** | **Credit Hours** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| IMD/CIT 124 Introduction to Game Development  | 3 |  |  | CIT 105 or IMD 100 or Consent of Instructor |  |
| IMD/CIT 221 Computer Graphics | 3 |  |  | CIT 105 or IMD 100 or Consent of Instructor |  |
| **Total Semester Credit Hours** | **6** |  |  |  |

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| **Second Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| IMD/CIT 222 3D Modeling for Video Games | 3 |  |  | IMD/CIT 221 or Consent of Instructor |  |
| **Total Semester Credit Hours** | **3** |  |  |  |

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|  **Second Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| IMD/CIT 223 3D Animation for Video Games | 3 |  |  |  |  |
| IMD/CIT 273 Game Production | 3 |  |  | IMD/CIT 222 AND IMD/CIT 272 or Consent of Instructor |  |
| **Total Semester Credit Hours** | **6** |  |  |  |
| **Total Certificate Credit Hours** | **15** |  |  |  |

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| * **25% or more of Total Certificate Credit Hours must be earned at BCTC**
* **Grade of C or higher in each course required for the certificate**
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**Graduation Requirements:**

**Advisor Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Advisor Contact \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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| **Additional Information** |
| The Video Game Design certificate is available completely online. |