

Department Award Requirements

A student must complete each of the courses required with a grade of “C” or better or “Pass”.

Department Requirements (Total Department Units: 15)

<i>Current Course No.</i>	<i>Previous Course No.</i>	<i>Title</i>	<i>Units</i>	<i>Institution & Course No.</i>	<i>Grade</i>	<i>Units (s/q)</i>	<i>Term</i>
• MAT 116(none)	Interactive Design I	3.0	_____			
• MAT 121(none)	Interface Design	3.0	_____			
• MAT 131(111/143ABC)	Digital Imaging I	3.0	_____			
• MAT 136(136/DRAFT 136/ENGR 136)	Computer Animation I	3.0	_____			
• MAT 145(none)	Video Game Design	3.0	_____			
Recommended Courses:							
• MAT 103(none)	Introduction to Multimedia	3.0	_____			
• MAT 130(none)	Fundamentals of Digital Animation	3.0	_____			
• MAT 137(none)	Visual Effects Film, TV & Gaming	3.0	_____			
• MAT 290(none)	Work Experience in Multimedia	1-4	_____			

Recommended Course Sequence: First Semester: MAT 131 and MAT 136. Second Semester: MAT 116, MAT 121 and MAT 145.

Additional Program Information

For further information, contact the Counseling Center, 965-0581, Ext. 2285, or Michael Gallegos, Department Co-Chair, 965-0581, Ext. 2914, or Alejandra Jarabo, Department Co-Chair, 965-0581, Ext. 4722.

Associate Degrees and Certificates of Achievement (In alphabetical order) - For a complete list of programs of study (associate degrees, certificates, skills competency awards and department awards) and requirements, go to http://www.sbccc.edu/apply/degrees_certificates.php.

Accounting (AS)
 Accounting/Assistant Bookkeeper IV (C)
 Administration of Justice (AA/AS/C)-3 emph. avail (AS&C), 1(AA)
 Administration of Justice for Transfer (AS-T)
 Alcohol and Drug Counseling (AA/C)
 American Sign Language (AA)
 Animation and Gaming (AA/C)
 Anthropology (AA)
 Anthropology for Transfer (AA-T)
 Applied Photography (AA/C)
 Art (AA) - 2 emphases available
 Art History for Transfer (AA-T)
 Associate Child Care Teacher (C)
 Automotive Services & Technology (AS/C)

Biological Sciences (AA)
 Black Studies (AA)
 Business Administration (AA/C) – 3 emphases available for AA, 2 for C
 Business Administration for Transfer (AS-T)

Cancer Information Management (AS/C)
 Chemistry (AA)
 Chicano Studies (AA)
 Commercial Music (C)
 Communication (AA) - 2 emphases available
 Communication Studies for Transfer (AA-T)
 Computer App. & Office Mgmt (AS/C) - 2 emphases available
 Computer Information Systems (AS) – Emph. in System Admin. available
 Computer Network Engineering (AS/C)
 Computer Science (AS/C)
 Construction Technology (AS/C)
 Cosmetology (AS/C)
 Creative Writing (C) – 2 emphases available
 Culinary Arts (AS/C)

Database Programming and Applications Development (C)
 Diagnostic Medical Sonography (C)
 Diversity Issues in ECE (C)
 Drafting/CAD (AS/C)

Early Childhood Education (AS/C)
 Early Childhood Education for Transfer (AS-T)
 Economics (AA)
 Economics for Transfer (AA-T)
 Elementary Teacher Education (AA-T)
 Engineering (AA/AS)
 English (AA)
 English for Transfer (AA-T)
 Environmental Horticulture (AS/C) - 4 emphases available for AS, 1 for C
 Environmental Studies (AA)
 Ethnic Studies (AA)

Film Production (AA)
 Film and Media Studies (AA)
 Finance (AA/C)
 French (AA)

Geography (AA)
 Geography for Transfer (AA-T)
 Geological Sciences (AS)
 Geology for Transfer (AS-T)
 Global Studies (AA)
 Graphic Design & Photography – Graphic Design Conc. (AA/C)

Health Information Technology (AS)
 Healthy Aging (AA)
 History (AA)
 History for Transfer (AA-T)
 Honors (C/C with highest honors) – 2 emphases available
 Hospitality (AS/C)
 Infant/Toddler Development (C)
 Interior Design (AA/C)
 International Business (AA/C)
 Introduction to Graphic Design (C)

Journalism (AA/C)
 Journalism for Transfer (AA-T)

Kinesiology for Transfer (AA-T)

Law & Society (AA) - Emphasis in Criminal Justice available
 Liberal Arts (AA) – Emphasis in Biomedical Sciences
 Liberal Arts & Sciences (AA) – 3 emphases available
 Liberal Studies (AA) – Emphasis in Education

Marine Diving Technician (AS/C)
 Marketing (AA/C)
 Mathematics (AA)
 Mathematics for Transfer (AS-T)
 Media Arts (AA/C)
 Medical Coding Specialist (C)
 Middle East Studies (AA)
 Music (AA)

Native American Studies (AA)
 Natural History (AA)
 Nursing - ADN (AS)

PC Support/Network Management (C)
 Philosophy (AA)
 Philosophy for Transfer (AA-T)
 Physical Education (AA) – Emphasis in Athletic/Personal Fitness avail.
 Physics (AA/AS)
 Physics for Transfer (AS-T)
 Political Science (AA)
 Political Science for Transfer (AA-T)
 Post-Professional Practice in ADC (C)
 Psychology (AA)
 Psychology for Transfer (AA-T)

Radiography (AS)
 Real Estate (AS/C)

School-Age Care (C)
 Sociology (AA)
 Sociology for Transfer (AA-T)
 Spanish (AA)
 Spanish for Transfer (AS-T)
 Studio Arts for Transfer (AA-T)

Theatre Arts (AA) - 3 emphases available
 Theatre Arts for Transfer (AA-T)
 Transfer – CSU General Education Breadth Pattern (C)
 Transfer – IGETC (C)

Vocational Nursing (AS/C)

Wastewater Technology Education (C)
 Water Technology Education (C)

Key: (AA)=Associate in Arts; (AA-T)=Associate in Arts for Transfer; (AS)=Associate in Science; (AS-T)= Associate in Science for Transfer; (C)=Certificate of Achievement



Santa Barbara City College

Game Design

2017-18

Department Award in Game Design

The Game Design Online Program is comprised of intensive, instructor led, modular courses that are delivered by experienced production professionals who are currently working in these related industries. The program is intended for students who want to "learn anywhere, anytime" to train for entry level employment in Serious Game and Simulation Design.

The program has been designed to afford students the opportunity to develop the necessary foundation skills, master the tools and processes, and nurture their artistry and creative vision. In this project-based curriculum, students undergo standard production experiences that reflect industry needs and current industry trends. The online curriculum design is based upon industry production pipeline workflow, sequenced from fundamentals, through all essentials, to advanced techniques.

Students develop professional skills in pre-production, storytelling, modeling, rigging, texture art, lighting, character animation, special effects, simulation, technical direction, game design, game prototyping, object oriented programming, render management, production management, and portfolio production.

Careers in Game Design

Preparation for entry-level employment as a junior game texture artist, game environment artist, game character artist, game interface designer, level/game designer, or serious game developer.

SBCC: Your Open Door to Educational Excellence