# Career Technical Pathway
## Game Design and Simulation AAS

This program will enable students to take their passion for digital games and technology and turn it into a lifelong career centered on effectively utilizing game technology for education, entertainment, and research. This degree takes an interdisciplinary approach by leveraging existing programs offered at UNM-Valencia to form the foundation for understanding the components of game development. Students will have the opportunity to study the function of games and gameplay and will develop interactive projects that address the technical challenges of game production.

### Fall

| Course | Credits |
|---|---|
| ENGL 1110: Composition I | 3 |
| MATH 1215: Intermediate Algebra | 3 |
| FDMA 1570: Game Design Analysis | 3 |
| FDMA 1580: Game Design Fundamentals | 3 |
| CSCI 1210: Computer Programming Fundamentals | 3 |

### Spring

| Course | Credits |
|---|---|
| ENGL 1120: Composition II | 3 |
| Gen Ed Mathematics and Statistics: Choose one course | 3 |
| FDMA 2768: Introduction to Game Development | 3 |
| FDMA 2530: Introduction to 3D Modeling | 3 |
| FDMA 2112: Environmental Modeling | 3 |

### Summer

| Course | Credits |
|---|---|
| Gen Ed Social and Behavioral Sciences: PSYC 1110: Introduction to Psychology OR SOCI 1110: Introduction to Sociology | 3 |
| FDMA 2720: 3D Animation | 3 |

### Fall

| Course | Credits |
|---|---|
| Gen Ed Physical and Natural Sciences: Choose one course with Lab | 4 |
| FDMA 2765: Anatomical Character Design | 3 |
| FDMA 2775: Game Tools and Techniques | 3 |
| FDMA 1993: Workshop | 3 |

### Spring

| Course | Credits |
|---|---|
| Gen Ed Arts and Design: Choose one course | 3 |
| COMM 1130: Public Speaking | 3 |
| Gen Ed Student Choice: Choose one Gen Ed course | 3 |
| FDMA 1520: Introduction to Digital Media | 3 |
| FDMA 2994: Portfolio Design and Development | 3 |

**Total Program Credit Hours, including 3 prerequisite credit hours = 64**

# Career Technical Pathway
## Game Design and Simulation AAS

Meet with your Academic Success Coach

Apply for FAFSA by October 1st

Meet with Financial Aid Apply for scholarships

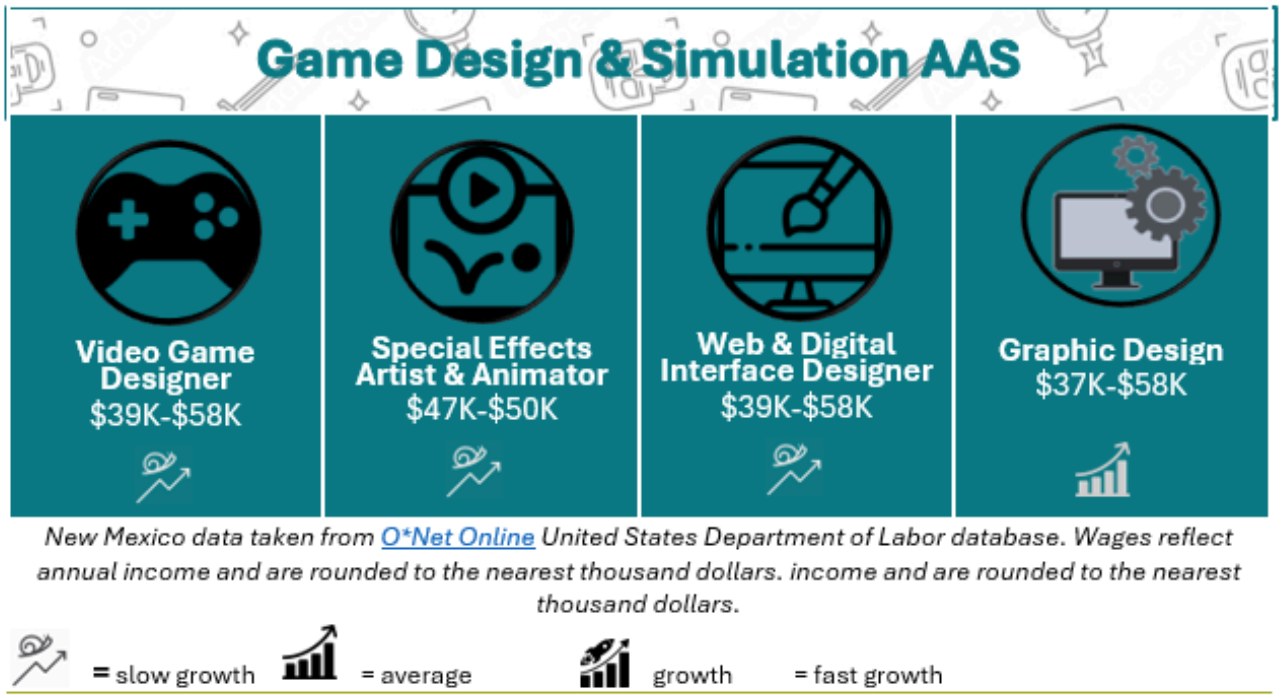
Meet with your Faculty Mentor

Apply for graduation and/ or transfer

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### Career and Educational Advancement Opportunities

This program provides the student with well-rounded art and programming knowledge leading to marketable skills. These skills are the foundation in current game development careers including game art, programming, design and development.
The Game Design degree is occupational in nature and not intended for transfer. The gaming industry is expected to show positive growth through 2030; however, the growth in New Mexico is less than the national average. Students pursuing this degree would also have the programming skills work outside the gaming industry itself.A game design project acts as a capstone for this degree. Students seeking more work-based learning experience may consider gaming competitions or an internship.




For questions or to schedule a time to meet with an Advisor/Academic Success Coach about this program contact: Advisement at 505.925-8907. Map Current as of the 2026-2027 Academic Year.