

GAME ART & DESIGN

Go from player to maker.

In our Game Art & Design major, you will be able to share and build games created through your own unique perspective. You'll learn everything game-making, from introductory coding to playable prototypes, and you'll develop the skills and confidence to create both digital and physical game-ready assets alongside emerging trends in augmented and virtual technologies. Our program will give you access to a diverse community of students and local creators, visiting practitioners, and expert guidance from CCAD faculty across disciplines. You'll be engaged with community game forums and have the opportunity to participate in hackathons, regional game festivals, and expos. In Game Art & Design, you'll be collaborating, connecting, creating, and playing with your peers and those in the game industry.

Careers

2D or 3D animator
Concept artist
Environment artist
Experiential leader
Game designer
Independent production artist
Interactive media artist
Playtester
Virtual and augmented reality artist

Employers

360Alley	LittleSeed
Afroduck Studios	Maxgaming Studios
Arkane Studios	McGraw-Hill Education
Artana	Mindstream Interactive
Bawden Studio	Multivarious Games
BioWare	Pixel Park
Game-U	Riot Games
Google	Serenity Forge
GuessworkVR	Valkyrie Entertainment
Insomniac Games	ZeniMax Media Inc.

Facilities

You'll have access to:

- » Mac and PC computer labs loaded with industry-standard software
- » 24-inch Cintiq tablets to wire up and develop your 2D and 3D skills
- » Augmented reality (AR) and virtual reality (VR) development kits
- » Sound room
- » Miniature green screen chroma key shooting stages
- » Library access to new board games, VR, and wearable AR equipment
- » 3D printing and analog kits
- » Editing suites
- » Play-testing area

Game Art & Design Curriculum

Major Requirements *48 credits*

Introduction to Game Art & Design
Game Theory and Design
Tabletop Rules at Play
Game Art elective
Programming for Play
Game Art Production elective
Digital Playscapes
Level Design for Games
Experiential Learning elective
Pipeline to Product Fundamentals
Game, Animation, Illustration or Comics electives
Game Pipeline Capstone I
Game Projects Capstone II

First-Year Experience and Art/Design Electives *24 credits*

2D Creative Practices
Systems of Drawing
Collaboration
What Can a Drawing Do
3D Making with Care
Art/Design electives

Liberal Arts & Art History Requirements *48 credits*

Specific required courses

Modern to Contemporary Art & Design
Historical Art & Design
History of Game
Writing & the Arts
Math Quantitative Literacy
Introduction to Philosophy

Choose courses from each of the following categories

Self & Society
Advanced Art History
Science
Literature
Social Science
Advanced Writing
Business
Liberal Arts and/or Art History electives

Total Required Credits *120 credits*

Courses listed reflect the Game Art & Design academic plan for incoming students in 2024–2025. Course titles are subject to change.

Professional Resources

80lvl
80.lv

Game Developer
gamedeveloper.com

Game Developer's Conference
gdconf.com

Games 4 Change
gamesforchange.org

IGF—Independent Games Festival
igf.com

IndieCade
indiecade.com

Indie Game Alliance
indiegamealliance.com

International Game Developers Association
igda.org

Origins Game Fair
originsgamefair.com

Notable Alumni



Chris Campbell

Class of 2013

Chris Campbell is Lead Artist for NetEase's *Diablo: Immortal*, a free, massively multiplayer online action role-playing video game. This role follows Campbell's nearly eight years at Los Angeles-based Riot Games, where he interned before graduating CCAD. There, he focused on developing characters for *League of Legends*, and over the years, he has worked on a number of Champions (the game's playable characters), including Bard, Ekko, Tahm Kench, Illaoi, Kindred, Ivern, Xayah, Ornn, and Pyke.

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