COUNTY COLLEGE OF MORRIS

CAREERS

Associate degree:

- Animator (3D or 2D)
- Character Artist (3D or 2D)
- Game Tester
- Junior Programmer
- Level Designer
- QA Engineer
- User Experience (UX) Designer
- User Interface (UI) Artist

Bachelor's degree:

- Engine Programmer
- Environmental Artist
- Game Designer
- Gameplay Programmer
- Hard Surface Modeler
- Lighting Artist
- Software Engineer
- Special Effects (FX) Artist
- Tools Programmer

WHAT YOU WILL LEARN

CCM makes games. Create the games you want to play or influence others for good causes! While game developers create fun and interactive games, they also work on training simulations, and, research-driven initiatives for social change. Game Development is a multidisciplinary skillset that includes design, programming, testing, 3D modeling, 2D and 3D animation, user interface design, project management, and audio creation. Everything you see in a game is created and proofed by an artist. Everything you read is written by a writer. Games come in many shapes and sizes, and more people are playing today than ever before. CCM students have made and published over 100 games on platforms like itch.io and Steam. Check them out at https://bit.ly/playccmgames.

CCM Game Development students learn how to:

- Develop diverse, full-fledged experiences from start to finish, including digital, non-digital, and simulation games
- Organize a large magnitude of tasks with a team of your peers
- Design non-digital games
- Understand the impact play and gaming has on societies
- Identify, discuss, and solve systemic problems in the game industry

CONTACT INFORMATION

Information Technologies Department
973-328-5780
Emeriti Hall, Room 225

For more information, scan the QR code.
214 Center Grove Road, Randolph, NJ 07869
973-328-5000 • www.ccm.edu

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Our Game Development program follows industry curriculum standards and is designed to transfer to a four-year college or university to pursue Game Development programs at the bachelors degree level.

Game Development majors can find varied careers in the field. They can go on to create indie games on their own, open and run a small studio, or land a job at a larger company. For most people, game-making after college is the goal, but the skills learned in this degree carry over to many other fields.

According to PayScale, the average salary for early-career workers with an associate degree in Software Development (including C# programming) is $59,000 per year, with a projected mid-career salary of $94,900 annually.

WHY STUDY GAME DEVELOPMENT AT CCM

There are many reasons why you should study Game Development at CCM:

- Dedicated, passionate faculty and student body
- Active learning classrooms where you work in teams to solve problems
- Cultivate your network with long-lasting connections
- Pick a game from our massive library and play on campus or link up with classmates in our Discord server
- Diverse faculty and student body
- Extra-curricular activities like clubs, tournaments, and fun events that allow you to get to know others in your field and learn outside of the classroom
- Growing eSports athletic team
- Small class sizes so you get individual attention from faculty
- Faculty have industry experience to give you a real-world understanding of the field
- Supportive environment with free tutoring and faculty office hours
- Flexible terms and class schedules that fit into your busy life

WHERE YOU CAN GO

Many of our Game Development graduates attend nearby New Jersey public and private institutions like Bloomfield College, Fairleigh Dickinson University, Montclair State University, New Jersey Institute of Technology, Ramapo College of New Jersey and Rutgers. Other students have recently attended out-of-state schools such as Becker College, Digipen Institute of Technology, Full Sail University, Rochester Institute of Technology, Savannah College of Art and Design and School of Visual Arts (NYC).

CURRICULUM - 3504

GENERAL EDUCATION FOUNDATION (24 CR)

COMMUNICATION (6 CR)

English Composition I	ENG 111	3
English Composition II	ENG 112	3

MATH/SCIENCE/TECHNOLOGY (4 CR)

Precalculus	MAT 123	4

HUMANITIES/SOCIAL SCIENCES (6 CR)

Choose from General Education course list (Humanities)

GENERAL EDUCATION ELECTIVES (11 CR)

Mathematics Elective*			4
Probability & Statistics	OR	MAT 130	3
Analytic Geometry & Calculus I		MAT 131	
Laboratory Science Elective**			4

GAME DEVELOPMENT CORE (36 CR)

Computer Science I	CMP 128	3
Computer Science II (C#)	CMP 129	3
Data Structures and Algorithms	CMP 233	3
Software Engineering	CMP 280	3
Game Design Concepts	CMP 108	3
Critical Game Play	CMP 149	3
Game Programming	CMP 150	3
Game Production	CMP 250	3
Media Aesthetics	COM 114	3
Animation	MED 220	3
CMP/MED Technical Electives		6

TOTAL	**60**

Note: You must see a faculty advisor to plan your sequence of courses. For the most up-to-date listing of courses, see the Curriculum Checklist.