Digital Gaming & Simulation  
Houston Community College – Southwest

ABOUT US…

The game industry is not a “future” industry nor is it a “future” market. Computer and video game software sales reached $7.3 billion in 2004 and are steadily growing. The industry wants skilled artists and programmers to meet the employment needs of this rapidly growing industry.

The Digital Gaming and Simulation Department offers career training that leads to employment in the game industry as either a game artist or a game programmer and uses state-of-the-art technologies to help students reach their personal and professional goals.

The game artist will develop skills in animation, illustrations, graphic design, layout, and interface design in the development of games. The game programmer will develop skills in design, programming, performance diagnostics, optimization, and game libraries in the development of games. The artists and programmers will work together in teams to develop games as a requirement for completing the degree.

We have state-of-the-art facilities with leading technology. Student will be training using the hardware and software that is currently being used in industry. The program will start with students’ examine existing games and simulations on different platforms and then proceed to developer their own games.

DEGREE PROGRAMS OFFERED

**Associates of Applied Science (AAS)**
- Digital Gaming and Simulation for Artists
- Digital Gaming and Simulation for Programmers

**Certificate - Level 1**
- Digital Gaming and Simulation for Artists
- Digital Gaming and Simulation for Programmers

**Certificate - Level 2**
- Digital Gaming and Simulation for Artists
- Digital Gaming and Simulation for Programmers

The certificates are designed to be stepping stones toward completing the AAS degree if the student wishes to do so.

CAPSTONE

The capstone for both the AAS degrees is GAME 2377 - Internship.
The capstone for both the Level 1 certificates is GAME 2370 - Project Development I.
The capstone for both the Level 2 certificates is GAME 2370 - Project Development II.

ENTRY INTO THE PROGRAM

All students interested in entry into this program should be ready to take college English (ENGL 1301 Composition I) and college Math (MATH 1314 College Algebra). Entry into all gaming courses requires departmental approval.

For further information about any of the degrees or to schedule an appointment, please call 713-718-6743 or 713-718-5728.