

# *Animation for Games, Graduate Certificate (Boston)*

Visual digital media is increasingly significant in the global culture and economy. The Graduate Certificate in Animation for Games offers courses that take students from animation fundamentals through designing and developing expressive characters that can be used in industry-standard game engines. Students have an opportunity to gain modeling and animation experience through a project-oriented design approach.

## **Program Requirements**

Complete all courses and requirements listed below unless otherwise indicated.

## **Required Courses**

<b>Code</b>	<b>Title</b>	<b>Hours</b>
DGM 6655	Animation Fundamentals	3
DGM 6690	3D Character Modeling and Rigging	3
DGM 6695	3D Character Animation for Games	3
Complete 3–5 semester hours from the following:		3-5
DGM 6415	Interactive Media Studies	
DGM 6650	Game Design Fundamentals	
DGM 6670	Game Development Fundamentals	
DGM 6675	Interactive Narrative Development	
DGM 6680	Designing for Game Frameworks	
DGM 6685	Advanced Game Development	

## **Program Credit/GPA Requirements**

12 total semester hours required

Minimum 3.000 GPA required