2022 - 2023 Certificate Map
Computer Gaming

School/College: Ira A. Fulton Schools of Engineering
Location: Tempe campus

Program Requirements

Students will complete nine credit hours of core courses (including a final capstone project) and nine credit hours of elective courses. The certificate requires 12 credit hours of upper-division coursework. All courses must be passed with a "C" or better. Students need to allow at least three years to complete the certificate program due to the prerequisite structure.

Core Courses -- 9 credit hours

CPI 111: Game Development I (CS) (3)
CPI 211: Game Development II (3)
CPI 441: Gaming Capstone (3)
  Notes: CPI 441 is only offered in Spring semesters

Electives -- 9 credit hours

CPI 311: Game Engine Development (3)
  Notes: CPI 311 is only offered in Fall semesters
CPI 321: Fundamentals of Game Art (3)
  Notes: CPI 321 is only offered in Spring semesters
CPI 394: Game Design Fundamentals (3)
CPI 411: Graphics for Games (3)
  Notes: CPI 411 is only offered in Spring semesters
CPI 421: 3-D Modeling and Texturing (3)
  Notes: CPI 421 is only offered in Fall semesters
CPI 462: Design for Learning in Virtual Worlds (3)
  Notes: CPI 462 is offered infrequently
CPI 484: Internship (3)
FMS 394: Video Games and Narrative (3)
SER 431: Advanced Graphics (3)
  Notes: SER 431 is offered infrequently

Prerequisite courses may be needed in order to complete the requirements of this certificate.