2024 - 2025 Certificate Map
Computer Gaming

School/College: [Ira A. Fulton Schools of Engineering](#)
Location: [Tempe](#)

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 (QTRS OR 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 365: 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.