

Arts and Humanities in Games, Certificate

ASAHGCERT

Remember the toys and games you played with as a kid? They were fun, but did you ever consider their impact on your growth and development? Learn how gameplay shapes the mind, and become an influential designer, researcher or analyst in the games industry.

Description

The certificate program in arts and humanities in games trains students to design, create and analyze games from holistic and interdisciplinary perspectives and to understand the utilization, consumption and impact of games in a diverse culture and society.

The goal is to make students' minds more supple, critical in thinking and expansive through an interdisciplinary approach that encompasses the design, development, and qualitative study of toys and games. The interdisciplinary approach helps students understand the impact of play on human mental, emotional and social growth.

This program, through foregrounding arts and humanities in the study of games, provides a complementary approach to the technically based study of games offered by the Ira A. Fulton Schools of Engineering.

At a glance

- **College/School:** [New College of Interdisciplinary Arts and Sciences](#)
- **Location:** [West Valley](#)

Program requirements

[2024 - 2025 Certificate Map](#)

[Certificate Map \(Archives\)](#)

The certificate in arts and humanities in games consists of 18 credit hours; a minimum of 12 credit hours must be upper division. A minimum of six upper-division credit hours must be completed through courses offered by the School of Humanities, Arts, and Cultural Studies. All courses used to fulfill the requirements for the certificate must be passed with a "C" (2.00) or better.

The certificate consists of three credit hours of required foundational courses, and nine credit hours from one of the following game emphasis areas: Toys and Games as Works of Art (Art Game Practitioner); Toys and Game Culture (Research Scholar); Game Writing (Game Design Practitioner); or Game Sound (Game Design Practitioner); and six credit hours of playworks portfolio.

Required Foundational Courses -- 3 credit hours

[IAP 220: Games, Culture and Aesthetics \(GCSI OR HU & G\)](#) (3)

Game Emphasis Area -- 9 credit hours

Students must take two required courses and one elective from their selected emphasis area below. (9)

Toys and Games as Works of Art (Art Game Practitioner) Emphasis Area

Required:

[IAP 362: Games and Narratology](#) (3)

[IAP 462: Games and Play](#) (3)

Electives:

[IAP 352: Seeing and Drawing](#) (3)

[IAP 354: Visual Representation](#) (3)

[IAP 361: Digital Editing and Media Literacy \(CS\)](#) (3)

[IAP 366: 3D Modeling and Media Literacy](#) (3)

Toys and Game Culture (Research Scholar) Emphasis Area

Required:

[IAP 222: Games and Ethics \(HUAD OR HU\)](#) (3)

[IAP 462: Games and Play](#) (3)

Electives:

[COM 312: Communication, Conflict, and Negotiation \(CIVI\)](#) (3)

[COM 324: Rhetoric and Media Criticism](#) (3)

[COM 416: Gender and Race in the Media](#) (3)

[COM 429: Visual Communication and Semiotics](#) (3)

[ENG 449: Masculinities, Femininities and Literacies](#) (3)

[IAP 464: Media and Diversity \(HUAD OR HU & G\)](#) (3)

[IAP 494: Cyberfeminist Cultural Production](#) (3)

Game Writing (Game Design Practitioner) Emphasis Area

Required:

[IAP 362: Games and Narratology](#) (3)

[IAP 494: Scriptwriting for Games](#) (3)

Electives:

[ENG 379: Travel Writing](#) (3)

[ENG 388: Intermediate Creative Writing Workshop in Fiction: Form, Theory, and Practice](#) (3)

[IAP 222: Games and Ethics \(HUAD OR HU\)](#) (3)

[IAP 462: Games and Play](#) (3)

Game Sound (Game Design Practitioner) Emphasis Area

Required:

[IAP 362: Games and Narratology](#) (3)

[IAP 421: Composition: Process, Technique and Style](#) or [IAP 469: Advanced Audio Production](#) (3)

Electives:

[IAP 322: Multitrack Digital Recording](#) (3)

[IAP 325: Sound Performance: Exploring Alternative Performance Groups](#) (3)

Portfolio -- 6 credit hours

[IAP 495: Playworks Capstone I](#) (3)

[IAP 496: Playworks Capstone II](#) (3)

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

Enrollment requirements

A student pursuing an undergraduate certificate must be enrolled as a degree-seeking student at ASU. Undergraduate certificates are not awarded prior to the award of an undergraduate degree. A student already holding an undergraduate degree may pursue an undergraduate certificate as a nondegree-seeking graduate student.

Career opportunities

The certificate in art and humanities in games is appropriate for students seeking employment as:

- artists
- board game designers
- game archivists and librarians
- game curators
- game sound designers
- game writers
- multimedia artists
- narrative designers
- video game designers

Contact information

School of Humanities, Arts, and Cultural Studies | FAB N101
harc sadvising@asu.edu | 602-543-3000