The purpose of this program is to prepare students for further education in programming and for employment in careers such as a Game/Simulation Designer, Game Programmer, and Game Software Developer.

The content includes, but is not limited to, practical experiences in game/simulation conceptualization, design, storyboarding, development methodologies, essential programming techniques, animation, game engine development, and implementation issues. Specialized programming skills involving advanced mathematical calculations are also integrated into the curriculum.

Areas of Study:
• Analysis, Design, & Project
• Design Essentials & Documentation
• Environmental Design
• Event Modeling in Game Design
• Game Development Tools
• Game Simulation Creation & Studies
• Game Strategy
• Job Readiness & Career Development
• Interface Design
• Management & Industry
• Music, Sound, Art & Animation
• Rules of Play

Program Length:
600 hours / approx. 6 months (full-time)

Schedule:
M – F    7:30 am – 2:00 pm (full-time)
M – F    7:30 am – 10:30 am (part-time)

All components of this program are offered 100% online.

Admission Requirements:
• 16 Years of Age or older
• Complete a Program Orientation
• Basic Skills Testing or Exemption
• Interview with Program Counselor

Industry Certification & State Credential Exams: Students will be prepared to take an approved state and/or nationally recognized industry certification or licensure exam in their field of study.

College Credit Transfer Opportunity and / or Advanced Credit: Upon completion of the program and meeting eligibility requirements, including the attainment of an aligned industry credential, students may be awarded credits toward an Associate Degree by Broward College or the Florida College System. Students must enroll in Broward College within 2 years of completing the program at Atlantic Technical College. Additional college credit may be awarded with the attainment of additional industry credentials.

FOR MORE INFORMATION CALL 754-321-5200
Atlantic Technical College
Estimated Program Costs
(based on Florida residency)

GAME/SIMULATION/ANIMATION PROGRAMMING

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Hours</th>
<th>Tuition &amp; Lab</th>
</tr>
</thead>
<tbody>
<tr>
<td>B082300</td>
<td>Game/Simulation/Animation Programming</td>
<td>600</td>
<td>$1,680</td>
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<tr>
<td></td>
<td>Tuition (approximate costs of $ per program length)</td>
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<td>$1,680</td>
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<tr>
<td></td>
<td>Lab (approximate costs of $ per program length)</td>
<td>600</td>
<td>$150</td>
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<tr>
<td></td>
<td>Assessment - Initial Basic Skills Test - TABE® (if required) (non refundable cash fee)</td>
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<td>$10</td>
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<td>Registration ($40 non-refundable fee X 1 Term)</td>
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<td></td>
<td>Annual Fee for Student Activities ($10.00 per Academic Year)</td>
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<tr>
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<td>TUITION, LAB, ASSESSMENT, REGISTRATION, ACTIVITIES FEE (approximate costs)</td>
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<td>$1,890</td>
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</tbody>
</table>

REQUIRED BOOKS and SUPPLIES/CAMPUS BOOKSTORE (approximate costs)

- Computer Headset: $3.50
- CIW JavaScript Specialist Electronic Student Kit: $183.00
- Game Development Essentials (ISBN #: 9781111307653): $92.81
- Introduction to Video Game (ISBN #: 9781605254685): $56.40
- USB Drive / 8 GB: $9.00

BOOKS and SUPPLIES (approximate costs): $344.71

TOTAL APPROXIMATE PROGRAM COSTS (Not Including Industry Certification Costs): $2,235

INDUSTRY CERTIFICATION & STATE CREDENTIAL EXAM COSTS ARE ADDITIONAL

Completing students will be eligible to take the following:

- CIW JavaScript Specialist: $150
- MTA Software Development Fundamentals: $115
- State of Florida Ready to Work: No Cost

CERTIFICATIONS (approximate costs): $265

TOOLS FOR ENTRY-LEVEL EMPLOYMENT MAY BE NEEDED

PLEASE NOTE: FEES ARE SUBJECT TO CHANGE

revised: 7/2015-io