

BACHELOR OF SCIENCE



COMPUTER SCIENCE WITH A CONCENTRATION IN VIDEO GAME DESIGN

Tiffin University's video game design concentration will prepare students with real-world skills and knowledge of the video game industry, including animation, graphic arts, database structures and computer programming. During their studies, students will have the opportunity to earn a number of industry certifications including the industry recognized Unity Certified User certification, with many any of these certifications being tested on-campus. The video game design concentration is intended to prepare students for a role in game development, with specific expertise in working with the Unity Engine. According to CB Insights, a tech market intelligence platform, Unity developer is the seventh fastest growing job worldwide.

This concentration is intended to provide students with the skills they need to successfully work in:

- The games industry as a programmer, designer, or producer. It deliberately focuses on providing students with a broad base of experience, in order to allow them to find success either at larger firms or with smaller developers.

According to several gaming articles, gaming programmers are in very high demand in the video game industry, and this includes those with experience as well as entry-level. Those who have a bachelor's degree should have the best chance of finding employment and moving towards administrative roles. According to the U.S. Bureau of Labor Statistics (BLS), the median salary for a game developer is slightly over \$85,000, with salaries at larger firms easily exceeding \$110,000. The BLS generally groups video game designers under the larger umbrella of multimedia artists and animators. The Bureau reported that the job outlook for multimedia artists and animators from 2018 to 2028 was 4%.

Computer Science Core: 48 hours

- MKT151 Introductory Marketing
- CST155 Introduction to Operating Systems
- ACC210 Financial Accounting
- MGT201 Management of Organizations
- CST201 Introduction to Programming
- LAW211 Business Law I
- ECO222 Principles of Microeconomics
- CST230 Networking Fundamentals
- CDS244 Cyber Security
- CST280 Database I
- CST285 Spreadsheets and Analytics
- FIN301 Business Finance
- CST412 IT Project Management
- CST460 Research in Computer Science
- CST470 Internship
- MGT495 Organizational Strategy

Concentration: Video Game Design: 24 hours

- CST255 Internet and Website Development
- CST301 Advanced Programming Concepts
- CST450 Programming for Application Development
- GDM I Introduction to Games (RIZE*)
- GDM II Content and Systems Design (RIZE*)
- GDM III Unity I: Working with Unity (RIZE*)
- GDM V Unity II: Advanced Unity Programming (RIZE*)
- GDM VI Capstone Project - Building a Game (RIZE*)

*Tiffin University partners with RIZE, a higher education company that provides and shares innovative academic classes in high-demand majors, minors and certificates in the fastest-growing fields.



Tiffin University

155 Miami Street, Tiffin, Ohio 44883

800.968.6446

tiffin.edu       @TiffinU