

Santa Monica College

Game Design Foundation AS/Certificate of Achievement

Effective Fall 2026

The Game Design Foundation program is an introduction to the professional design and prototyping processes used to create engaging and meaningful interactive experiences. The required coursework provides students with a solid foundation in the principles of game design, user interface (UI) design, and user experience (UX) design as well as hands-on experience with digital design and authoring tools.

Throughout the program, students learn to develop professional skills, to demonstrate those skills in effective entry-level portfolios, and to work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Students who successfully complete the Game Design Foundation program will be prepared to transfer into the Interaction Design program.

Program Learning Outcomes:

Demonstrate the principles of game design, user interface (UI) design, and user experience (UX) design by creating engaging and original game prototypes.

Evaluate historical and current video games to assess the effectiveness of all storytelling, gameplay and design elements.

Required Courses	Units: 33.0
DESIGN 12 Typography 1	3.0
DESIGN 13 Digital Design Tools	3.0
DESIGN 23 User Experience Design 1	3.0
DESIGN 24 Web Design 1	3.0
DESIGN 33 User Experience Design 2	3.0
GAME 1 Game Design Fundamentals	3.0
GAME 2 Game Mechanics	3.0
GAME 3 Fundamentals of Unreal Engine	3.0
GAME 10 Game Design Studio 1	3.0
GAME 20 Game Design Studio 2	3.0
GAME 30 Game Design Studio 3	3.0

Select one of the following courses:	Units: 3.0
CS 34A Game Programming 1	3.0
DESIGN 25 Mobile Design 1	3.0
DESIGN 42 Information Design	3.0
DMPOST 21 Digital Audio for Games	3.0

Total: 36.0