

Gaming ACADEMY



Career Pathway

for Dual Enrollment high school students



Academy Information

Lehigh Carbon Community College's Gaming Academy will prepare you for entry-level roles in the gaming industry or for transfer into a bachelor's degree program. Choose courses that focus on the technical side of development using industry-standard programming languages or those that focus on the creative side of the industry with core game design principles and digital arts techniques.

In this program, you will take classes such as:

- Introduction to Game Design
- Digital Design
- 2D Game and Simulation Graphics

and more!

Additional information regarding the course sequence can be found on the reverse side of this sheet.

Requirements

- Students can join the academy during their junior or senior year.
- Approval from principal or school counselor.
- Dual Enrollment students must meet the same prerequisites as all other college students. Some college classes will require placement testing.

This program is a great way to get started in the gaming field while building skills for the future.

For more information, contact:

Brandon Kwiatek
Executive Director of
High School Connections
Email: dualenrollment@lccc.edu



Lehigh Carbon
COMMUNITY COLLEGE

Gaming ACADEMY

Suggested Course Sequence

Junior Year

Total Credits: 12-13

CIS105: Introduction to Computers and Applications (3 credits)

* ART110: Drawing I (3 credits) OR CIS119: College Survival Boot Camp (1 credit)

CIS114: Introduction to Game Design (3 credits)

MAT105: Intermediate Algebra OR MAT160: College Algebra (3 credits)

* courses may vary based on the intended degree.

Senior Year

Total Credits: 13

First Semester

ART107: Digital Design (3 credits)

CIS112: Computational Thinking and Programming Logic (3 credits)

Second Semester

ART118: 2D Game and Simulation Graphics (3.5 credits)

CIS118: Game and Simulation Programming Fundamentals (3.5 credits)

Elective Options

CIS180: Introduction to Project Management

CIS113: User Experience Design

ENG105: Research and Composition

Credits apply to the following:

Computer Game and Simulation Development — Digital Arts Track, AA

Computer Game and Simulation Development — Programming Track, AA

Want to learn more about High School Connections? Scan the QR code to go to our website!

