

# GAME ART AND DESIGN, UNDERGRADUATE CERTIFICATE

## Overview

The Game Art and Design Certificate curriculum sequence equips you with the artistic and technical skills needed to design compelling game environments, characters, and interactive experiences. You'll learn to bring your ideas to life through vibrant visuals and master writing code that makes them interactive and dynamic.

The program also fosters critical thinking, creative problem-solving, and an understanding of the cultural impact of games, ensuring that you are more than just a skilled artist, but also an innovative storyteller ready to shape the future of creative media.

Game development is a growing industry, pushing beyond entertainment into fields such as education, medicine, psychology, and social interactions. Through our certificate, you'll gain hands-on experience with industry-standard tools, game engines, and creative coding, so you are well prepared for whatever comes next in this expanding market.

## Faculty and Staff

Our inspirational faculty and staff make sure students feel welcome and empowered to think outside the box and explore all possibilities of making art at UWM. Visit the Peck School of the Arts directory (<https://uwm.edu/arts/directory/>) to meet these artists, explore their biographies and engage with recent work.

## Minors and Certificates

Peck School of the Arts minors and certificates are open to all students who have already earned or are currently seeking a bachelor's degree. Most certificates are also open to those not pursuing a degree (non-degree students).

To be admitted individuals must meet general University admission requirements (<https://catalog.uwm.edu/admission-costs/undergraduate-admission/>). To determine aid eligibility, please review all financial aid requirements (<https://uwm.edu/finances/finances/receiving-financial-aid/eligibility-for-financial-aid/>).

Contact us (<https://uwm.edu/arts/contact/>) to get started and one of our Peck School of the Arts advisors will connect with you about your interests and opportunities.

## Undergraduate Advising

Academic advising is a collaborative process that empowers students to realize their maximum educational potential. Students are encouraged to visit the Peck School of the Arts Advising & Student Services page (<https://uwm.edu/arts/students/advising/>) to meet with your advisor prior to each semester's registration period. Advisors provide students with individualized appointments to assist with degree requirements, course selection, campus resources, college success strategies, graduation assessment, academic policies and more.

## Requirements

Students enrolling in the Game Art and Design Certificate Program are required to complete a minimum of 24 credits. These credits are structured sequentially, with courses ranging from 200-level to 400-level. To earn the certificate, students must maintain a grade point average of 2.5 or above in all applicable courses.

Credits earned at other institutions equivalent to courses in the certificate program may be accepted in partial fulfillment of the program requirements, subject to approval by the Certificate Program Committee.

Code	Title	Credits
<b>Required Studio Courses</b>		
ART 212	Introduction to Creative Technologies: Computer Games and Interactive Art	3
ART 312	Intermediate Digital Studio: (Game Design & Interactive Art)	3
ART 313	Creative Coding: (JavaScript or Scripting for Games)	3
<b>Studio Electives</b>		
Choose one:		3
ART 316	Creative Interfaces: (Immersive Game Interfaces)	
ART 317	3D Environments and XR	
ART 312	Intermediate Digital Studio: (any topic not already taken)	
<b>History/Theory/Criticism</b>		
Choose two:		6
ANTHRO 140	Games and Society	
ANTHRO 340	Cultures of Online Games and Virtual Worlds	
ENGLISH 294	Game Culture	
<b>Topical Electives</b>		
Choose one:		3
ART 304	Digital Painting	
ART 316	Creative Interfaces: (Immersive Game Interfaces) <sup>1</sup>	
ART 317	3D Environments and XR <sup>1</sup>	
ART 329	Package Design	
ART 405	Product Realization	
ANTHRO 140	Games and Society <sup>1</sup>	
ANTHRO 340	Cultures of Online Games and Virtual Worlds <sup>1</sup>	
ENGLISH 294	Game Culture <sup>1</sup>	
MUSIC 220	Introduction to Computers and Music	
MUSIC 327	Studio Techniques	
MUSIC 328	Interactive Electronic Music	
<b>Capstone</b>		
ART 412	Advanced Creative Technologies	3
<b>Total Credits</b>		<b>24</b>

<sup>1</sup> If not already taken.

## Game Art and Design Undergraduate Certificate Learning Outcomes

Students who complete the Certificate in Game Art and Design will be able to:

- Demonstrate proficiency with tools, software, and processes used in the creation of game art, including 2D and 3D techniques.
- Explain the cultural, societal, and technological contexts that inform contemporary game design practices.
- Effectively integrate visual assets, interactive elements, and scripting to create cohesive and engaging game experiences.
- Research, conceptualize, and articulate creative solutions to game design challenges, from visual storytelling to interactive mechanics.
- Articulate industry practices in game art and design, and the roles of professionals within the field of game art and design.

### Contact Information

#### Advising & Student Services

Theatre Building, Room 120

<https://uwm.edu/arts/contact/>