



# Video Gaming

The Associate of Science in Video Gaming consists of courses that prepare the student for a broad range of positions requiring a background in multimedia design theory, production, and project management specific to the computer gaming industry. Many of the skills developed in this program also apply to students wishing to make extensive use of instructional multimedia and gaming technology in teaching careers. Students receive hands-on training in leading software applications, while they learn and apply digital game development theory for a wide range of uses in online, arcade, and console environments. Graduates of the program are in high demand because they possess a combination of skills and knowledge vital to today's video gaming industry. Positions include game programmers, artists, designers, testers, and specialists in audio, video, and writing for games. Additionally, industries such as marketing, business, publishing, government, education and training require individuals with the knowledge and experience this program provides: How to build a game with a team of developers specializing in various aspects of the game presentation; how the business of game development and end-product sales is organized; and how game development tools from multimedia, computer science, and artificial intelligence are identified for use.

## Career Opportunities for Video Gaming

- Video Game Designer
- Software Designer
- Special Effects Specialist
- Technical Support Representative
- Technical Writer
- Web Page Designer
- Video Specialist

## Employers of Video Gaming Graduates

- Computer Consultant Firms
- Computer Corporations
- Engineering Firms
- Entertainment Industry
- Graphic Art Industry
- Manufacturing Firms
- Test Development Firms
- Government

## Professional Associations and Affiliations

- American Association for Artificial Intelligence  
<http://www.aaai.org/home.html>
- Academy of Interactive Arts and Sciences  
<http://www.interactive.org>
- What Can I do With a Major in Computer Science  
<http://www.unca.edu/career/majorshhets/ComputerScience.pdf>
- American Computer Science Association Inc.  
<http://www.acsa2000.net>
- American Council for Technology  
<http://www.actgov.org>
- American Institute of Graphic Design  
<http://www.aiga.org>
- Association for Applied Interactive Multimedia  
<http://www.aaim.org/whatis.htm>
- International Game Developers Association  
<http://www.igda.org>