COURSE MODULES GAME DESIGN & PRODUCTION

General Courses

Math for Digital Artist
Physics for Digital Artist
Basic Programming for Digital Artist
Psychology for Digital Design
Principles of Design
History of Art and Design
User Experience (UX)
Design and Technology Research

Design Courses

Introduction to Digital Production
Principles of Interactive Design
Introduction to Design Process
Game Design Process
System Design I
Integrated Digital Design
User Experience 2 (UX2)
Game Feel
Game Design I
Game Design II
Game Design III
User Research I
User Research II

S-Topic Courses

Special Topic for Game and
Interactive Designer I
Special Topic for Game and
Interactive Designer II

Programming Courses

Introduction Probability and Statistics
Advance Scripting
Programming for Game and
Interactive Design I
Programming for Game and
Interactive Design II

Core Courses

Cognitive Psychology
Photography
Cinematography
2D Raster Editing
2D Vector Editing
3D Editing
Motion Graphic and Compositing
Design Thinking in Visual Context
Sound Design
Scripting and Visual Language

Art and Production Courses

Art Processes
Graphics For Game I
Graphics For Game II
Level Design I
Level Design II
Technology for Designer I
Technology for Designer II

PROJECTS

GDP Project 1
GDP Project 2
GDP Project 3
GDP Project 4
GDP Project 5
GDP Project 6
GDP Project 7

*These modules are subject to be modified according to the TQF2.
However, the learning outcome of each module will be according to what is listed above.

**The modules presented above is still yet to include the compulsory KMUTT General Education courses.

DIGITAL DESIGN