



Video Game Studies Certificate

The Video Game Studies Certificate centers on artistic design, visual narratives, communication skills, and critique of games, at both a personal and societal level.

Video Game Studies Curriculum

Curriculum

Program Courses

Course Code	Title	Course Outlines	Goal Areas	Credits
COMM 1210	Small Group Communication and	View-COMM 1210	n/a	3
COMM 1610	Introduction to Mass Communication and	View-COMM 1610	n/a	3
COMM 1550	Video Game Entertainment or	View-COMM 1550	n/a	3
ART 1550 and				
MUSC 1370	Video Game Music and	View-MUSC 1370	n/a	3
ART 1401	Drawing I and	View-ART 1401	n/a	3
CSCI 1035	Introduction to Computer Programming with Games and	View-CSCI 1035	n/a	4
ENGL 1200	Gateway College Writing or	View-ENGL 1200	n/a	4
ENGL 1201	College Writing I and	View-ENGL 1201	n/a	4
ENGL 2020	Writing Stories and	View-ENGL 2020	n/a	3
ART 2900	Studio Arts Capstone Practicum or	View-ART 2900	n/a	1
COMM 2900	Communications Capstone	View-COMM 2900	n/a	0
Total Credits Required			27	

Program Overview

2024-2025

The Video Game Studies Certificate centers on artistic design, visual narratives, communication skills, and critique of games, at both a personal and societal level. Students will develop audience analysis and teamwork skills, engage in the development of game narratives, and learn to analyze the impact of existing and emerging game technologies.

Program Outcomes

1. Articulate the connections between different professional roles within the video games industry, including but not limited to artists, coders, promoters, and reviewers (ELO 2a, 4d).
 2. Explain the impact of the history and development of the video games medium on social and cultural interactions (ELO 2a, 3b).
 3. Demonstrate how to adapt game development related messages to different audiences (ELO 2b, c).
 4. Compare and contrast different games in terms of formats, narratives, and design (ELO 2a, 4d).
 5. Analyze video game narratives as they relate to communication processes and cultural variations in use and representation (ELO 4b, d).
 6. Develop an artistic, communicative, and narrative concept for an original video game (ELO 4b, d).
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Program Maps

Program roadmaps provide students with a guide to understand the recommended course sequence to complete their degree.

- [**Video Game Studies Certificate Program Roadmap Full Time**](#)
 - [**Video Game Studies Certificate Program Roadmap Part Time**](#)
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Career Opportunities

Information on careers, including career descriptions, salary data, and employment outlook is available on the [Bureau of Labor Statistics website](#) and [O*Net Online website](#).

Transfer Information

If you are planning on transferring to another institution, follow the guidelines available on our transfer resources web page to help you plan the process: [Transfer Information](#)

Degree Information

Certificates may be earned for successful completion of courses in a specialized program of study with a minimum grade point average of 2.00 (C). A certificate shall include 9 to 30 semester credits. At least one third of the total credits required for each certificate must be completed at North Hennepin Community College.

Developmental Courses Some students may need preparatory course(s) in Math and/or English. Courses numbered below 1000 will not apply toward a degree.

Equal Opportunity Employer and Disability Access Information North Hennepin Community College is a member of Minnesota State Colleges and Universities system and an equal opportunity employer and educator. This document is available in alternative formats to individuals with disabilities by calling 7634930555 or through the Minnesota Relay Service at 18006273529.

Accreditation

North Hennepin Community College is accredited by the Higher Learning Commission (hlcommission.org), an institutional accreditation agency recognized by the U.S. Department of Education.

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