

CIT, UNITY CERTIFIED ASSOCIATE GAME DEVELOPMENT, ICLC



Design. Build. Play. Create.

San Jacinto College's Simulation and Game Design pathway prepares students to design, develop, and program interactive digital experiences for entertainment, education, and simulation industries. The program blends creativity with technical skill, emphasizing hands-on learning through real-world projects.

Students gain experience using industry-standard game engines, programming languages, and design tools while exploring game programming, simulation development, level design, multimedia integration, and interactive storytelling. Coursework emphasizes both individual and collaborative projects, culminating in a capstone experience where students bring original games or simulations from concept to completion.

The CIT, Unity Certified Associate Game Development, ICLC provides focused training in game development using the Unity game engine and supports continued education within the Simulation and Game Design pathway.

Career Opportunities and Income

Visit the Department Website for information regarding career opportunities and potential earnings in the Greater Houston region.

Learning & Career Pathway

This learning pathway — a series of related and “stacked” certificates and degrees — includes the following awards. You can start at any point on the path and earn certificates on your way to completing the degree.

- CIT, Unity Certified Associate Game Development, ICLC (p. 1) (3 months)
- CIT, Introductory Game Design and Development, Occupational Certificate (<https://publications.sanjac.edu/areas-study/science-technology-engineering-math/cit-introductory-game-design-development-occupational-certificate/>) (3 months)

- CIT, Simulation and Game Design, Associate of Applied Science (<https://publications.sanjac.edu/areas-study/science-technology-engineering-math/cit-simulation-game-design-aas/>) (2 years)
- CIT, Applications Programming and Support, Associate of Applied Science (<https://publications.sanjac.edu/areas-study/science-technology-engineering-math/cit-applications-programming-support-aas/>) (2 years)

Learning Outcomes and Career Skills

A student completing the last award in the pathway will be able to:

- Collaborate with management, team members, coworkers, and/or clients to analyze and identify potential solutions to problems.
- Implement solutions using structured, event driven, Object Oriented Programming languages or systems.
- Identify ethical, social, and security issues related to computer simulation and game design development.
- Produce effective infrastructure systems (backend/fullstack) using industry design philosophies.
- Able to meet client needs using effective industry user interface (front-end/UX) strategies.

Locations

- Central (<https://www.sanjac.edu/about/locations/central/>)
- Generation Park (<https://www.sanjac.edu/about/locations/generation-park/>)
- North (<https://www.sanjac.edu/about/locations/north/>)
- South (<https://www.sanjac.edu/about/locations/south/>)

College Admission

San Jacinto College is an open admission institution. All students are welcome to apply and will be admitted to the College. You may begin the process on the College's "How to Apply (<https://www.sanjac.edu/admissions/how-to-apply/>)" webpage.

Program Admission

In addition to being admitted to the College, students must also be admitted to the Simulation and Game Design program which has additional requirements and/or steps.

Students seeking admission to this program must contact the Department Chair to apply and confirm that they possess the interest, commitment, and motivation necessary to successfully complete the program's certificate requirements.

Plan of Study

IC-UCAGAME

Course	Title	Credits
First Year		
First Term		
GAME 1303	Introduction to Game Design and Development	3
GAME 1304	Level Design	3
GAME 2332	Project Development I	3
Credits		9
Total Credits		9

Licensure or Certification: Unity Certified Associate: Game Development