Description of Program
The Game/Simulation/Animation Visual Design program includes, but is not limited to, practical experience in game/simulation/animation conceptualization, storyboarding, development methodologies, and 2D/3D animation design. Specialized skills involving graphic animation software are used to produce a variety of two and three-dimensional components and game engine technology software for video game development. The program also includes a mobile application design and development course. Students will be prepared to attain the Adobe Certified Associate (ACA) Certification-Photoshop.

Requirements for Admission
• Orientation/Testing/Counselor Interview
• Basic computer skills
• Computer with Internet access, microphone/speakers, Microsoft Office 2013 and Windows 7 or 8 operating system
• Purchase subscription to Adobe Photoshop CC or CS6 and The Game Factory 2 software

Industry Certification & State Credential Exams
Students will be prepared to take an approved state and/or nationally recognized industry certification or licensure exam in their field of study.
To be admitted into a program of study offered by Sheridan Technical College, an individual must satisfy all of the admission requirements applicable to that program of study. General admissions and registration procedures for Sheridan Technical College are as follows:

**ADMISSION AND REGISTRATION PROCEDURES**

1. **Attend Orientation**
   Applicants for technical programs must attend an on campus or online orientation.
   - **On-campus Orientation**: It is strongly recommended and provides an in-depth overview of our programs and resources. For Main Campus orientation, please report to Building #11 by 8:30 am. For West Campus orientation, please report to the main office by 8:00 am. O
   - **Online Orientation**: At the end of the online orientation you must complete the Online Orientation Survey. To access the orientation visit: http://www.sheridantechnical.com/HowtoApply/OnlineOrientation

2. **Take the Test of Adult Basic Education (TABE)**
   - **Main Campus**: TABE is administered Monday through Thursday for all programs directly after orientation. Applicants must report to Building #11 with a valid picture ID and $10.00 by 8:30 am.
   - **West Campus**: TABE is administered Tuesday, Wednesday and Friday for all programs. Applicants must check in with a valid picture ID and $10.00 by 8:00 am.
   - Prospective students showing evidence pursuant to State Board Rule 6A-10.040(8) may be eligible to receive an exemption from taking the TABE. A program counselor/advisor can assist you with identifying Basic Skills exemption criteria.
   - Programs that do not require TABE testing are as follows: Commercial Class B Driving, Commercial Vehicle Driving, Facials Specialty, Gaming Machine Repair Technician, Home Health Aide, Patient Care Assistant and Phlebotomy.

3. **Schedule and Attend a Counselor Interview**
   - Schedule an appointment for an interview with the program counselor/advisor by calling 754.321.5400 (Main Campus) or 754.321.3900 (West Campus).
   - Discuss TABE scores and next steps. Next steps may include a referral for remediation if minimum basic skills levels have not been achieved, program placement, special needs, financial aid and registration procedures. **Test scores cannot be given over the phone.**
   - Please bring two forms of documented Florida residency to the interview.

4. **Register for Class**
   - Registration for postsecondary students is held throughout the year.
   - Please check with the program counselor/advisor for availability and registration dates.

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**Game/Simulation/Animation Visual Design**

- **Tuition/Registration**
  - $1,910
  - **PAVE**
  - Lab
  - Registration Fee
  - Student Activity Fee
  - Test Fee

- **Books/Supplies**
  - $178
  - Introduction to Video Game Design Workbook
  - Video Game Design Foundations Textbook 2nd. Ed.
  - Video Game Design Foundations Workbook 2nd. Ed.

- **Approximate Program Cost**
  - $2,088

Prices are for Florida Residents. Fees listed are based on the number of class days according to the District calendar. Books and Supplies are subject to change.