

# Certificate in Gaming – 3 Months

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## Module – I

S. No.	Paper Numerical	Unique Code	Paper Name / Subject
1	116101	1CIG1	Introduction to Gaming Industry
2	116102	1CIG2	Game Design Fundamentals
3	116103	1CIG3	Game Art, Assets & Animation Basics
4	116104	1CIG4	Game Testing, Publishing & Careers

### Course Details (3-Month Program):

- Overview of gaming industry, platforms & career scope
- Game design concepts, mechanics & level design basics
- Game art assets, character basics & simple animations
- Game testing, publishing basics & career pathways