

# MATERIALS GUIDE

## GAME DEVELOPMENT COURSES

Helpful tips for planning your approach to buying materials for your course(s)

### 1. Start with what you need for the first class

- Bring a notebook and pen for taking notes.
- Focus on acquiring the items on your course list that are required for the first day of class. They are marked with an asterisk\* on the list.

### 2. Budget for your supplies

- Art supplies can vary greatly in quality and price. Take some time to understand the pacing of the course and your own learning goals to make informed decisions about what to buy. Instructors will provide more details about the specific materials needed for each course. Talk to them for advice!
- You may already have suitable materials at home; it is not necessary to purchase new materials for every course.
- **future skills grant students:** Courses that are eligible for the future skills grant will include information about the maximum approved reimbursement amount for material costs. Only materials purchased between Fall 2024 registration open and end of each term will be eligible for reimbursement. Please make sure to track your expenses, and keep all your original receipts. Expenses that exceed the \$3500 lifetime limit will not be reimbursed.

### 3. Set up any required software

- For courses that require software: purchase, download, and install the required software before the first day of class. This will allow you time to troubleshoot any potential installation issues. Most required software are free or have low-cost educational versions that are available to you as an ECU Continuing Studies student.

**Ready to Get Started? Look for your Course List**



## CSGD 100: Principles of Game Development

Recommended Course Materials	Approximate Costs
Notebook and pen	\$10.00

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSGD 101: Innovations in Game Development

Recommended Course Materials	Approximate Costs
Notebook and pen	\$10.00

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSGD 102: Industry Intro: Game Development

Recommended Course Materials	Approximate Costs
Notebook and pen	\$10.00

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSGD 104: UI/UX for Games (Unity)

Required Course Materials	Approximate Costs
Unity* Unity is free for students. Click to <a href="#">download the software</a> .	Free
Figma* This tool is available for free. The Professional Team plan is free for students and educators. <a href="#">Click and follow the instructions for access</a> .	Free
Adobe CC The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to <a href="#">visit the Adobe Creative Cloud Education Plan webpage</a> . Download Adobe Creative Cloud on your computer.	\$311.88 for a 12-month educational license

*\*required for the first day of class*

## CSGD 115: Intro 2D Game Development (Unity)

Required Course Materials	Approximate Costs
Unity* Unity is free for students. Click to <a href="#">download the software</a> .	Free

*\*required for the first day of class*

## CSGD 125: Intro 3D Game Development (Unity)

Required Course Materials	Approximate Costs
Unity* Unity is free for students. Click to <a href="#">download the software</a> .	Free

*\*required for the first day of class*