## Effective Fall 2017

#### **Degrees**

SGD - Art & Modeling (A25450) SGD - Programming (A25450P)

### **Diploma**

SGD Modeling & Animation (D25450B)

#### **Certificates**

Modeling and Animation (C25450A)
Production (C25450B)

Mobile Game Development (C25450C)
Fundamentals I for SGD (C25450D)
Fundamentals II for SGD (C25450E)
Quality Assurance for SGD (C25450F)
Business for SGD (C25450G)
Programming for SGD (C25450H)
Level Design (C25450I)

### **Art & Modeling**

#### A.A.S. Degree (Day)

#### PROGRAM PLANNING GUIDE

Replaces Curriculum Schedule Dated: January 2015

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum By Semester				
		•		Hours Per Week		
			Class	Lab	Credits	
<b>FIRST</b>	SEMESTE	ER				
ACA	111	College Student Success	1	0	1	
ENG	111	Writing and Inquiry	3	0	3	
SGD	111	Introduction to SGD	2	3	3	
SGD	112	SGD Design	2	3	3	
SGD	116	Graphic Design Tools	2	2	3	
SGD	117	Art for Games	2	3	3	
CECON	D CENTEC					
SECON	ID SEMES			l	1 2	
CCD	110	Math Elective	-	-	3	
SGD	113	SGD Programming	2	3	3	
SGD	114	3D Modeling	2	3	3	
SGD	163	SG Documentation	2	3	3	
SGD	212	SGD Design II	2	3	3	
THIRD	SEMEST	ER				
		English Elective	-	-	3	
		Humanities and Fine Arts Elective	-	-	3	
FOURT	ГН ЅЕМЕЅ	STFR				
SGD	134	SG Quality Assurance	2	2	3	
SGD	162	SG 3D Animation	2	3	3	
SGD	166	SG Physiology/Kinesis	3	0	3	
SGD	174	SG Level Design	2	3	3	
SGD	214	3D Modeling II	2	3	3	
	ı					
FIFTH	SEMESTI	ER				
		Social Science Elective	-	-	3	
		Major Elective	-	-	2	
SGD	158	SGD Business Management	3	0	3	
SGD	164	SG Audio/Video	2	3	3	
SGD	165	SG Character Development	2	3	3	
SIXTH	SEMESTI	FR				
51/4111	JENIES I	Major Elective			2	
SGD	289	SGD Project	2	3	3	
		<u> </u>				

## **Art & Modeling**

A.A.S. Degree (Day)

#### PROGRAM PLANNING GUIDE

Choose 3 credit hours from the following courses	General Education Electives									
Choose 3 credit hours from the following courses				Hours P	er Week					
(choose 3 credit hours from the following courses)           ART         111         Art Appreciation         3         0         3           DRA         126         Storytelling         3         0         3           ENG         125         Creative Writing I         3         0         3           HUM         160         Introduction to Film         3         0         3           HUM         130         Myth in Human Culture         3         0         3           REL         110         World Religions         3         0         0           MAT         121         Algebra/Trigonometry I         2         2         3           MAT         121         Algebra/Trigonometry I         2         2         2         3           MAT         143         Quantitative Literacy         2         2         2         3           MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         <				Class	Lab	Credits				
ART	Humani	Humanities and Fine Arts Electives								
DRA	(choose	3 credit	hours from the following courses)							
ENG	ART	111	Art Appreciation	3	0	3				
HUM	DRA	126		3	0	3				
HUM	ENG	125	Creative Writing I	3	0	3				
Math Electives   Choose a minimum of 3 credit hours from the following coursess	HUM	160	Introduction to Film	3	0	3				
Math Electives   Choose a minimum of 3 credit hours from the following coursess	HUM	130	Myth in Human Culture	3	0	3				
(choose a minimum of 3 credit hours from the following coursess)           MAT         121         Algebra/Trigonometry I         2         2         3           MAT         143         Quantitative Literacy         2         2         3           MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3 <td co<="" td=""><td>REL</td><td>110</td><td>World Religions</td><td>3</td><td>0</td><td>0</td></td>	<td>REL</td> <td>110</td> <td>World Religions</td> <td>3</td> <td>0</td> <td>0</td>	REL	110	World Religions	3	0	0			
(choose a minimum of 3 credit hours from the following coursess)           MAT         121         Algebra/Trigonometry I         2         2         3           MAT         143         Quantitative Literacy         2         2         3           MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3 <td co<="" td=""><td></td><td></td><td></td><td></td><td></td><td></td></td>	<td></td> <td></td> <td></td> <td></td> <td></td> <td></td>									
MAT         121         Algebra/Trigonometry I         2         2         3           MAT         143         Quantitative Literacy         2         2         3           MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           Social Adamentation of 4 credit hours from the following courses) <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>										
MAT         143         Quantitative Literacy         2         2         3           MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Sequired Major Electives           (ch		a minim	um of 3 credit hours from the following coursess)							
MAT         152         Statistical Methods I         3         2         4           MAT         171         Precalculus Algebra         3         0         4           English Electives           (choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         159         SGD Production Management         3         0 <td>MAT</td> <td>121</td> <td>Algebra/Trigonometry I</td> <td>2</td> <td></td> <td>3</td>	MAT	121	Algebra/Trigonometry I	2		3				
Nate	MAT	143	Quantitative Literacy	2	2	3				
English Electives	MAT	152	Statistical Methods I	3	2	4				
(choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Socious Games Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD	MAT	171	Precalculus Algebra	3	0	4				
(choose 3 credit hours from the following courses)           COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3	n 1:1:	D1								
COM         120         Intro Interpersonal Com         3         0         3           COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         168         Mobile SG Programming I         2         3         3										
COM         231         Public-Speaking         3         0         3           ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3		_		1 2		2				
ENG         112         Writing/Research in the Disc         3         0         3           Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3     <		_	*		_					
Social and Behavioral Sciences Electives           (choose 3 credit hours from the following courses)           ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3										
(choose 3 credit hours from the following courses)         ECO       151       Survey of Economics       3       0       3         HIS       111       World Civilizations I       3       0       3         PSY       150       General Psychology       3       0       3         SOC       210       Introduction to Sociology       3       0       3         Required Major Electives         (choose a minimum of 4 credit hours from the following courses)         SGD       135       Serious Games       3       0       3         SGD       159       SGD Production Management       3       0       3         SGD       161       SG Animation       2       3       3         SGD       167       SG Ethics       3       0       3         SGD       168       Mobile SG Programming I       2       3       3         SGD       172       Virtual SG Environments       2       3       3	ENG	112	writing/Research in the Disc	3	U	3				
(choose 3 credit hours from the following courses)         ECO       151       Survey of Economics       3       0       3         HIS       111       World Civilizations I       3       0       3         PSY       150       General Psychology       3       0       3         SOC       210       Introduction to Sociology       3       0       3         Required Major Electives         (choose a minimum of 4 credit hours from the following courses)         SGD       135       Serious Games       3       0       3         SGD       159       SGD Production Management       3       0       3         SGD       161       SG Animation       2       3       3         SGD       167       SG Ethics       3       0       3         SGD       168       Mobile SG Programming I       2       3       3         SGD       172       Virtual SG Environments       2       3       3	Casialar	d Dahar	ional Caionaga Floatiusa							
ECO         151         Survey of Economics         3         0         3           HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3										
HIS         111         World Civilizations I         3         0         3           PSY         150         General Psychology         3         0         3           SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3				2	0	2				
PSY         150         General Psychology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3										
SOC         210         Introduction to Sociology         3         0         3           Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3		_			_					
Required Major Electives           (choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3		_								
(choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3	SUC	210	introduction to Sociology	3	U	3				
(choose a minimum of 4 credit hours from the following courses)           SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3			Required Major Electives							
SGD         135         Serious Games         3         0         3           SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3	(choose	a minim	um of 4 credit hours from the following courses)							
SGD         159         SGD Production Management         3         0         3           SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3				3	0	3				
SGD         161         SG Animation         2         3         3           SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3	SGD	_	SGD Production Management	3	0					
SGD         167         SG Ethics         3         0         3           SGD         168         Mobile SG Programming I         2         3         3           SGD         172         Virtual SG Environments         2         3         3		_								
SGD168Mobile SG Programming I233SGD172Virtual SG Environments233										
SGD 172 Virtual SG Environments 2 3 3			Mobile SG Programming I	2	3					
I 2 I 3 I 3	SGD	237	Rigging 3D Models	2	3	3				
SGD 244 3D Modeling III 2 3 3										
SGD 274 SG Level Design II 2 3 3										

#### **Art & Modeling**

#### A.A.S. Degree (Day)

#### PROGRAM PLANNING GUIDE

SGD	280	SGD HTML Programming 1	2	3	3
SGD	288	SGD Portfolio Design	1	2	2
WBL	112*	Work Based Learning I	0	20	2

<sup>\*</sup>Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

## **Art & Modeling**

#### A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

**Replaces Curriculum Schedule Dated: January 2015** 

Courses	taken moi	re than 5 yrs. ago may not receive transfer credit. Cor	nsult your advisor f	or details.	
		Curriculum By Semester			
				er Week	
			Class	Lab	Credits
FIRST	SEMESTE	CR			
		Math Elective	-	-	3
ACA	111	College Student Success	1	0	1
ENG	111	Writing and Inquiry	3	0	3
SGD	111	Introduction to SGD	2	3	3
CECON	D SEMES	TED			
SGD	112		<u> </u>	3	2
SGD	116	SGD Design	2	2	3
SGD	116	Graphic Design Tools Art for Games	2	3	
SGD	117	Art for Games	2	3	3
THIRD	SEMEST	ER			
		Social Science Elective	-	-	3
SGD	114	3D Modeling	2	3	3
	TH SEMES			1	1
SGD	113	SGD Programming	2	3	3
SGD	158	SGD Business Management	3	0	3
SGD	212	SG Design II	2	3	3
FIFTH	SEMESTI	GB.			
SGD	163	SG Documentation	2	3	3
SGD	166	SG Physiology/Kinesis	3	0	3
SGD	214	3D Modeling II	2	3	3
				<u> </u>	
SIXTH	SEMESTI	ER			
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
CEVEN	TH SEME	CTED			
SGD	134	SG Quality Assurance	2	2	3
SGD	162	SG 3D Animation	2	3	3
SGD	174	SG Level Design	2	3	3
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### **Art & Modeling**

# A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

EIGHTH SEMESTER								
		-	1	2				
SGD	165	SG Character Development	2	3	3			
SGD	164	SG Audio/Video	2	3	3			

NINTH SEMESTER								
		Major Elective I	1	1	2			
SGD	289	SGD Project	2	3	3			

#### **GRADUATION REQUIREMENT:**

Credit Hours 71

	General Education Electives							
			Hours P					
			Class	Lab	Credits			
Humani	ties and I	Fine Arts Electives						
	3 credit	hours from the following courses)						
ART	111	Art Appreciation	3	0	3			
DRA	126	Storytelling	3	0	3			
ENG	125	Creative Writing I	3	0	3			
HUM	160	Introduction to Film	3	0	3			
HUM	130	Myth in Human Culture	3	0	3			
REL	110	World Religions	3	0	0			
M. J. El								
Math Ele		or of 2 and dit house from the following courages)						
<u> </u>		um of 3 credit hours from the following coursess)		2				
MAT	121	Algebra/Trigonometry I	2	2	3			
MAT	143	Quantitative Literacy	2	2	3			
MAT	152	Statistical Methods I	3	2	4			
MAT	171	Precalculus Algebra	3	0	4			
English	Electives							
_		hours from the following courses)						
COM	120	Intro Interpersonal Com	3	0	3			
COM	231	Public-Speaking	3	0	3			
ENG	112	Argument-Based Research	3	0	3			
Social So	cience Ele	ectives						
		hours from the following courses)						
ECO	151	Survey of Economics	3	0	3			
HIS	111	World Civilizations I	3	0	3			
PSY	150	General Psychology	3	0	3			
SOC	210	Introduction to Sociology	3	0	3			

#### **Art & Modeling**

# A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

	Required Major Electives								
(choose	choose a minimum of 4 credit hours from the following courses)								
SGD	135	Serious Games	3	0	3				
SGD	161	SG Animation	2	3	3				
SGD	167	SG Ethics	3	0	3				
SGD	172	Virtual SG Environments	2	3	3				
SGD	237	Rigging 3D Models	2	3	3				
SGD	244	3D Modeling III	2	3	3				
SGD	268	Mobile SG Programming II	2	3	3				
SGD	274	SG Level Design II	2	3	3				
SGD	280	SGD HTML Programming 1	2	3	3				
SGD	288	SGD Portfolio Design	1	2	2				
WBL	112*	Work Based Learning I	0	20	2				

<sup>\*</sup>Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

### **Programming**

A.A.S. Degree (Day)
PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

Replaces Curriculum Schedule Dated: January 2015

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		re than 5 yrs. ago may not receive transfer credit. Consult  Curriculum By Semester			
		<u>,                                      </u>	Hours P	er Week	
			Class	Lab	Credits
FIRST	SEMESTE	ER			
ACA	111	College Student Success	1	0	1
ENG	111	Writing and Inquiry	3	0	3
SGD	111	Introduction to SGD	2	3	3
SGD	112	SGD Design	2	3	3
SGD	113	SGD Programming	2	3	3
SGD	116	Graphic Design Tools	2	2	3
CECON	ID SEMES	TED			
MAT	171		3	2	4
SGD	114	Precalculus Algebra 3D Modeling	2	3	3
SGD	163	SG Documentation	2	3	3
SGD	212	SGD Design II	2	3	3
-	213	SGD Programming II	2	3	3
SGD	213	SGD Frogramming in		3	3
THIRD	<b>SEMEST</b>	ER			
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
<b>FOUR</b> 7	ГН ЅЕМЕЅ	STER			
PHY	151	College Physics I	3	2	4
SGD	134	SG Quality Assurance	2	2	3
SGD	174	SG Level Design	2	3	3
SGD	180	SGD HTML Programming I	2	3	3
SGD	285	SG Software Engineering	2	3	3
FIETH	SEMESTI	EB.			
111 111	JENIES I I	Social Science Elective		l -	3
		Major Elective I		_	2
SGD	158	SGD Business Management	3	0	3
SGD	164	SG Audio/Video	2	3	3
SGD	168	Mobile SG Programming I	2	3	3
CIVTII	SEMESTI		•		
ЭІХІП	SEMES II	Major Elective I		l -	2
SGD	289	SGD Project	2	3	3
5GD	207	Dab I Toject			

## **Programming**

A.A.S. Degree (Day)

		General Education Elective	es		
			Hours P	er Week	
			Class	Lab	Credits
Human	ities and I	Fine Arts Electives			
(choose	3 credit	hours from the following courses)			
ART	111	Art Appreciation	3	0	3
DRA	126	Storytelling	3	0	3
ENG	125	Creative Writing I	3	0	3
HUM	160	Introduction to Film	3	0	3
HUM	130	Myth in Human Culture	3	0	3
REL	110	World Religions	3	0	0
Commu	nications	Flactives			
		hours from the following courses)			
COM	120	Intro Interpersonal Com	3	0	3
COM	231	Public-Speaking	3	0	3
ENG	112	Writing/Research in the Disc	3	0	3
	cience Ele				
-		hours from the following courses)	1 2	0	1 2
ECO	151	Survey of Economics	3	0	3
HIS	111	World Civilizations I	3	0	3
PSY SOC	150 210	General Psychology Introduction to Sociology	3	0	3
300	210	inti oddetion to Sociology	] 3	0	] 3
(ah o o a	a minim	Required Major Elective			
SGD	135	um of 4 credit hours from the following course Serious Games	3	0	3
SGD	159	SGD Production Management	3	0	3
SGD	161	SG Animation	2	3	3
SGD	167	SG Ethics	3	0	3
SGD	172	Virtual SG Environments	2	3	3
SGD	237	Rigging 3D Models	2	3	3
SGD	244	3D Modeling III	2	3	3
SGD SGD	268	Mobile SG Programming II	2	3	3
SGD	274	SG Level Design II	2	3	3
SGD	280	SGD HTML Programming 1	2	3	3
SGD	288	SGD Portfolio Design	1	2	2
WBL	112*	Work Based Learning I	0	20	2

#### **Programming**

A.A.S. Degree (Day)

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

### **Programming**

# A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		re than 5 yrs. ago may not receive transfer credit. Con Curriculum By Semester			
		·	Hours P	er Week	
			Class	Lab	Credits
<b>FIRST</b>	SEMESTE	ER			
ACA	111	College Student Success	1	0	1
ENG	111	Writing and Inquiry	3	0	3
SGD	111	Introduction to SGD	2	3	3
SGD	113	SGD Programming	2	3	3
	•	-			•
SECON	D SEMES	TER			
SGD	112	SGD Design	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	213	SGD Programming II	2	3	3
	-	•			
THIRD	SEMEST	ER			
SGD	114	3D Modeling	2	3	3
		Social Science Elective	-	-	3
	•	•			•
<b>FOURT</b>	TH SEMES	STER			
SGD	158	SGD Business Management	3	0	3
SGD	180	SGD HTML Programming I	2	3	3
SGD	212	SG Design II	2	3	3
	-	•			
FIFTH	SEMESTI	ER			
MAT	171	Precalculus Algebra	3	2	4
SGD	163	SG Documentation	2	3	3
SGD	168	Mobile SG Programming I	2	3	3
SIXTH	SEMESTI	ER			
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
<b>SEVEN</b>	TH SEME	STER			
SGD	134	SG Quality Assurance	2	2	3
SGD	174	SG Level Design	2	3	3
SGD	285	SG Software Engineering	2	3	3

### **Programming**

# A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

		1 110 GIUII-1 I MINNII	a acibb						
<b>EIGHT</b>	'H SEMES'	TER							
PHY	151	College Physics I		3	2	4			
SGD	164	SGD Audio/Video		2	3	3			
		Major Elective I		-	-	2			
NINTH	NINTH SEMESTER								
SGD	289	SGD Project		2	3	3			
		Major Elective I		-	-	2			

#### **GRADUATION REQUIREMENT:**

SGD

SGD

SGD

SGD

135

159

161

167

Serious Games

SG Animation

SG Ethics

SGD Production Management

**Credit Hours** 73

3

3

2

3

0

0

3

3

3

	General Education Electives								
			Hours P	er Week					
			Class	Lab	Credits				
Humani	ities and I	Fine Arts Electives							
(choose	3 credit	hours from the following courses)							
ART	111	Art Appreciation	3	0	3				
DRA	126	Storytelling	3	0	3				
ENG	125	Creative Writing I	3	0	3				
HUM	160	Introduction to Film	3	0	3				
HUM	130	Myth in Human Culture	3	0	3				
REL	110	World Religions	3	0	0				
	-	·							
<b>English</b>	Electives								
(choose	3 credit	hours from the following courses)							
COM	120	Intro Interpersonal Com	3	0	3				
COM	231	Public-Speaking	3	0	3				
ENG	112	Writing/Research in the Disc	3	0	3				
	ciences E								
		hours from the following courses)		1 -	1 -				
ECO	151	Survey of Economics	3	0	3				
HIS	111	World Civilizations I	3	0	3				
PSY	150	General Psychology	3	0	3				
SOC	210	Introduction to Sociology	3	0	3				
		Required Major Electives							
(choose	e a minim	um of 4 credit hours from the following courses)							

#### **Programming**

# A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

SGD	172	Virtual SG Environments	2	3	3
SGD	237	Rigging 3D Models	2	3	3
SGD	244	3D Modeling III	2	3	3
SGD	274	SG Level Design II	2	3	3
SGD	280	SGD HTML Programming 1	2	3	3
SGD	288	SGD Portfolio Design	1	2	2
WBL	112*	Work Based Learning I	0	20	2

<sup>\*</sup>Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

#### Diploma

# Modeling and Animation PROGRAM PLANNING GUIDE

Date Revised: Fall 2017

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum			
			Hours P	er Week	
			Class	Lab	Credits
<b>GENER</b>	AL EDUCA	TION COURSES			
ENG	111	Expository Writing	3	0	3
		Math Elective	-	-	3
MAJOR	COURSES				
SGD	111	Introduction to SGD	2	3	3
SGD	112	SGD Design I	2	3	3
SGD	114	3D Modeling	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	117	Art for Games	2	3	3
SGD	162	SG 3D Animation	2	3	3
SGD	164	SG Audio/Video	2	3	3
SGD	165	SG Character Development	2	3	3
SGD	166	SG Physiology/Kinesis	3	0	3
SGD	174	Level Design I	2	3	3
SGD	212	SGD Design II	2	3	3
SGD	214	3D Modeling II	2	3	3
				†	

#### **GRADUATION REQUIREMENT:**

SGD 237 or SGD 244

**Credit Hours** 45

<b>Math Ele</b>	Math Electives								
(choose a	a minimun	n of 3 credit hours from the following coursess)							
MAT	121	Algebra/Trigonometry I	2	2	3				
MAT	143	Quantitative Literacy	2	2	3				
MAT	152	Statistical Methods I	3	2	4				
MAT	171	Precalculus Algebra	3	0	4				

#### Certificate

# Modeling and Animation PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

Replaces Curriculum Schedule Dated: March 2011

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

	Curriculum								
			Hours Per Week						
			Class	Lab	Credits				
SGD	116	Graphic Design Tools	2	2	3				
SGD	162	SG 3D Animation	2	3	3				
SGD	165	SG Character Development	2	3	3				
SGD	214	3D Modeling II	2	3	3				
SGD	114	3D Modeling	2	3	3				

**GRADUATION REQUIREMENT:** 

**Credit Hours** 

#### Certificate

# Production PROGRAM PLANNING GUIDE

Date Revised: March 2011

**Replaces Curriculum Schedule Dated: March 2010** 

Prerequisite: ENG111

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

Curriculum									
			Hours P	er Week					
			Class	Lab	Credits				
SGD	111	Introduction to SGD	2	3	3				
SGD	112	SGD Design	2	3	3				
SGD	158	SGD Business Management	3	0	3				
SGD	159	SGD Production Management	3	0	3				
SGD	163	SG Documentation	2	3	3				
SGD	212	SGD Design II	2	3	3				

**GRADUATION REQUIREMENT:** 

**Credit Hours** 

#### Certificate

# Mobile Game Development PROGRAM PLANNING GUIDE

Date Revised: July 2015

Replaces Curriculum Schedule Dated: May 2012

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

	Curriculum								
_			Hours P	Hours Per Week					
			Class	Lab	Credits				
SGD	112	SGD Design	2	3	3				
SGD	113	SGD Programming	2	3	3				
SGD	114	3D Modeling	2	3	3				
SGD	116	Graphic Design Tools	2	3	3				
SGD	168	Mobile SG Programming I	2	3	3				
SGD	268	Mobile SG Programming II	2	3	3				

**GRADUATION REQUIREMENT:** 

**Credit Hours** 

#### Certificate

# Fundamentals I for Simulation and Game Development PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

**Replaces Curriculum Schedule Dated: January 2015** 

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum			
	Hours Per Week				
			Class	Lab	Credits
SGD	111	Introduction to SGD	2	3	3
SGD	112	SGD Design	2	3	3
SGD	113	SGD Programming	2	3	3
SGD	116	Graphic Design Tools	2	2	3

**GRADUATION REQUIREMENT:** 

**Credit Hours** 

#### Certificate

#### **Fundamentals II for Simulation and Game Development** PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

**Replaces Curriculum Schedule Dated: January 2015** Requires SGD 112, SGD 116, ENG 111 as pre-requisites

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum				
			Hours P	Hours Per Week		
			Class	Lab	Credits	
SGD	114	3D Modeling	2	3	3	
SGD	163	SG Documentation	2	3	3	
SGD	212	SGD Design II	2	3	3	
		Elective	2	3	3	

#### **GRADUATION REQUIREMENT:**

**Credit Hours** 

		Electives			
(choose 3 credit hours from the following courses)					
SGD	117	Art for Games	2	3	3
SGD	213	SGD Programming II	2	3	3

#### Certificate

# Quality Assurance for Simulation and Game Development PROGRAM PLANNING GUIDE

**Date Revised: February 2016** 

**Replaces Curriculum Schedule Dated: May 2012** 

Requires SGD 212, SGD 114 as pre-requisites; SGD 113 is a prerequisite for SGD 180 & 168 Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum				
			Hours P	Hours Per Week		
			Class	Lab	Credits	
SGD	134	SG Quality Assurance	2	2	3	
SGD	174	SG Level Design	2	3	3	
		Elective I	-	-	3	
		Elective II	-	-	3	

#### **GRADUATION REQUIREMENT:**

Electiv	es I				
(choos	se 3 credit	hours from the following courses)			
SGD	180	SGD HTML Programming I	2	3	3
SGD	214	3D Modeling II	2	3	3

**Credit Hours** 

Electives II							
(choose 3	(choose 3 credit hours from the following courses)						
SGD	162	SG 3D Animation	2	3	3		
SGD	168	Mobile SG Programming I	2	3	3		

#### Certificate

#### **Business for Simulation and Game Development** PROGRAM PLANNING GUIDE

Date Revised: Fall 2017

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

		Curriculum			
			Hours Per Week		
			Class	Lab	Credits
SGD	158	SGD Business Management	3	0	3
SGD	164	SG Audio/Video	2	3	3
		Elective I	-	-	3
		Elective II	-	-	3

#### **GRADUATION REQUIREMENT:**

**Credit Hours** 

Electives I							
(choose 3 credit hours from the following courses)							
SGD	165	SG Character Development	2	3	3		
SGD	285	SG Software Engineering	2	3	3		
	-						

Electives II							
(choos	(choose 3 credit hours from the following courses)						
SGD	135	Serious Games	3	0	3		
SGD	159	SGD Production Management	3	0	3		
SGD	161	SG Animation	2	3	3		
SGD	167	SG Ethics	3	0	3		
SGD	168	Mobile SG Programming I	2	3	3		
SGD	172	Virtual SG Environments	2	3	3		
SGD	237	Rigging 3D Models	2	3	3		
SGD	244	3D Modeling III	2	3	3		
SGD	268	Mobile SG Programming II	2	3	3		
SGD	274	SG Level Design II	2	3	3		
SGD	280	SGD HTML Programming II	2	3	3		

<sup>\*</sup>Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

#### Certificate

# Programming for Simulation and Game Development PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

Curriculum						
			Hours Per Week			
			Class	Lab	Credits	
SGD	113	SGD Programming	2	3	3	
SGD	168	Mobile SG Programming I	2	3	3	
SGD	180	SGD HTML Programming I	2	3	3	
SGD	213	SGD Programming II	2	3	3	
SGD	285	SG Software Engineering	2	3	3	

**GRADUATION REQUIREMENT:** 

**Credit Hours** 

#### Certificate

# Level Design PROGRAM PLANNING GUIDE

Date Revised: January 2016

**Replaces Curriculum Schedule Dated: August 2014** 

**Prerequisite: SGD 116** 

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

Curriculum						
			Hours Per Week			
			Class	Lab	Credits	
SGD	112	SGD Design	2	3	3	
SGD	114	3D Modeling	2	3	3	
SGD	172	Virtual SG Environments	2	3	3	
SGD	174	SG Level Design	2	3	3	
SGD	274	SG Level Design II	2	3	3	

**GRADUATION REQUIREMENT:** 

**Credit Hours**