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)

SIMULATION AND GAME DEVELOPMENT (A25450A)
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

			Class	Lab	Credits
			Hours Per Week		

			Class	Lab	Credits
FIRST SEMESTER					
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
SECOND SEMESTER					
		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 SEMESTER					
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
FOURTH SEMESTER					
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
FIFTH SEMESTER					
		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 SEMESTER					
		Major Elective	-	-	2
SGD	289	SGD Project	2	3	3

GRADUATION REQUIREMENT: **Credit Hours   71**

SIMULATION AND GAME DEVELOPMENT (A25450A)
Art & Modeling
A.A.S. Degree (Day)
PROGRAM PLANNING GUIDE

General Education Electives					
			Hours Per Week		
			Class	Lab	Credits
Humanities and 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
Math Electives					
(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
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
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

SIMULATION AND GAME DEVELOPMENT (A25450A)
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

*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.

SIMULATION AND GAME DEVELOPMENT (A25450A)
Art & Modeling
A.A.S. Degree (Evening)
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 By Semester	Hours Per Week		
			Class	Lab	Credits
FIRST SEMESTER					
		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
SECOND SEMESTER					
SGD	112	SGD Design	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	117	Art for Games	2	3	3
THIRD SEMESTER					
		Social Science Elective	-	-	3
SGD	114	3D Modeling	2	3	3
FOURTH SEMESTER					
SGD	113	SGD Programming	2	3	3
SGD	158	SGD Business Management	3	0	3
SGD	212	SG Design II	2	3	3
FIFTH SEMESTER					
SGD	163	SG Documentation	2	3	3
SGD	166	SG Physiology/Kinesis	3	0	3
SGD	214	3D Modeling II	2	3	3
SIXTH SEMESTER					
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
SEVENTH SEMESTER					
SGD	134	SG Quality Assurance	2	2	3
SGD	162	SG 3D Animation	2	3	3
SGD	174	SG Level Design	2	3	3

SIMULATION AND GAME DEVELOPMENT (A25450A)
Art & Modeling
A.A.S. Degree (Evening)
PROGRAM PLANNING GUIDE

EIGHTH SEMESTER					
		Major Elective I	-	-	2
SGD	165	SG Character Development	2	3	3
SGD	164	SG Audio/Video	2	3	3

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

GRADUATION REQUIREMENT: **Credit Hours   71**

General Education Electives				
			Hours Per Week	
			Class	Lab	Credits

Humanities and 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

Math Electives					
(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	Argument-Based Research	3	0	3

Social Science 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

SIMULATION AND GAME DEVELOPMENT (A25450A)
Art & Modeling
A.A.S. Degree (Evening)
PROGRAM PLANNING GUIDE

Required Major Electives					
(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

*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.

SIMULATION AND GAME DEVELOPMENT (A25450P)
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.

Curriculum By Semester					
			Hours Per Week		
			Class	Lab	Credits
FIRST SEMESTER					
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
SECOND SEMESTER					
MAT	171	Precalculus Algebra	3	2	4
SGD	114	3D Modeling	2	3	3
SGD	163	SG Documentation	2	3	3
SGD	212	SGD Design II	2	3	3
SGD	213	SGD Programming II	2	3	3
THIRD SEMESTER					
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
FOURTH SEMESTER					
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
FIFTH SEMESTER					
		Social Science Elective	-	-	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
SIXTH SEMESTER					
		Major Elective I	-	-	2
SGD	289	SGD Project	2	3	3

GRADUATION REQUIREMENT:　　　　　　　　　　**Credit Hours　　73**

SIMULATION AND GAME DEVELOPMENT (A25450P)
Programming
A.A.S. Degree (Day)

General Education Electives					

			Hours Per Week		
			Class	Lab	Credits
Humanities and 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
Communications 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 Science 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	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

SIMULATION AND GAME DEVELOPMENT (A25450P)
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.

SIMULATION AND GAME DEVELOPMENT (A25450P)
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.

Curriculum By Semester					
			Hours Per Week		
			Class	Lab	Credits
FIRST SEMESTER					
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
SECOND SEMESTER					
SGD	112	SGD Design	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	213	SGD Programming II	2	3	3
THIRD SEMESTER					
SGD	114	3D Modeling	2	3	3
		Social Science Elective	-	-	3
FOURTH SEMESTER					
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 SEMESTER					
MAT	171	Precalculus Algebra	3	2	4
SGD	163	SG Documentation	2	3	3
SGD	168	Mobile SG Programming I	2	3	3
SIXTH SEMESTER					
		English Elective	-	-	3
		Humanities and Fine Arts Elective	-	-	3
SEVENTH SEMESTER					
SGD	134	SG Quality Assurance	2	2	3
SGD	174	SG Level Design	2	3	3
SGD	285	SG Software Engineering	2	3	3

SIMULATION AND GAME DEVELOPMENT (A25450P)
Programming
A.A.S. Degree (Evening)
PROGRAM PLANNING GUIDE

EIGHTH SEMESTER					
PHY	151	College Physics I	3	2	4
SGD	164	SGD Audio/Video	2	3	3
		Major Elective I	-	-	2

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

GRADUATION REQUIREMENT: **Credit Hours 73**

General Education Electives					
			Hours Per Week		
			Class	Lab	Credits
Humanities and 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

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 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

SIMULATION AND GAME DEVELOPMENT (A25450P)
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

*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.

SIMULATION AND GAME DEVELOPMENT (D25450B)
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 Per Week		
			Class	Lab	Credits
GENERAL EDUCATION 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
		SGD 237 or SGD 244	2	3	3

GRADUATION REQUIREMENT: **Credit Hours   45**

Math Electives					
(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

SIMULATION AND GAME DEVELOPMENT (C25450A)
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		Credits
			Class	Lab	
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   15**

SIMULATION AND GAME DEVELOPMENT (C25450B)

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 Per 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   18**

SIMULATION AND GAME DEVELOPMENT (C25450C)
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 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   15**

SIMULATION AND GAME DEVELOPMENT (C25450D)

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   12**

SIMULATION AND GAME DEVELOPMENT (C25450E)

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 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   12**

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

SIMULATION AND GAME DEVELOPMENT (C25450F)

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 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: **Credit Hours   12**

Electives I					
(choose 3 credit hours from the following courses)					
SGD	180	SGD HTML Programming I	2	3	3
SGD	214	3D Modeling II	2	3	3

Electives II					
(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

SIMULATION AND GAME DEVELOPMENT (C25450G)

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**   **12**

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					
(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

*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.

SIMULATION AND GAME DEVELOPMENT (C25450H)
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   15**

SIMULATION AND GAME DEVELOPMENT (C25450I)
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   15**