

# 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

#### Curriculum

<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
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**

**REGISTRAR'S OFFICE REVIEWED - 3/3/16**