

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-requisite;

Curriculum

Course No.		Course Title	Hours Per Week		Credits
			Class	Lab	
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

(Select 3.0 hours from the following courses)

SGD	117	Art for Games	2	3	3
SGD	213	SGD Programming II	2	3	3

Registrar's Office Reviewed - 3/8/16