

Simulation and Game Development

Quality Assurance for Simulation and Game Development (C25450F)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2022

Requires SGD 212, SGD 113, SGD 114 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	134	SG Quality Assurance	2	2	3
SGD	174	SGD Level Design I	2	3	3
		Elective I	2	3	3
		Elective II	2	3	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	235	SGD Game Console Programming	2	3	3
SGD	214	SGD 3D Modeling II	2	3	3

Electives II

(choose 3 credit hours from the following courses)

SGD	162	SGD 3D Animation I	2	3	3
SGD	168	SGD Mobile Programming I	2	3	3
SGD	172	SGD Virtual Environments	2	3	3