

Simulation and Game Development

Business for Simulation and Game Development (C25450G)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2020

Replaces Curriculum Schedule Dated: Fall 2017

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

			Hours Per Week		Credits
			Class	Lab	
SGD	158	SGD Business Management	3	0	3
		Elective I	-	-	3
		Major Elective	-	-	3
		Major Elective	-	-	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
SGD	172	Virtual SG Environments	2	3	3

Major Elective

(choose a minimum of 6 credit hours from the following courses)

SGD	135	Serious Games	3	0	3
SGD	159	SGD Production Management	3	0	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	210	3D Data Capture	2	3	3
SGD	237	Rigging 3D Models	2	3	3
SGD	239	SGD Tech Art	2	3	3
SGD	242	SGD Photogrammetry	2	3	3
SGD	262	SGD 3D Animation II	2	3	3
SGD	268	Mobile SG Programming II	2	3	3
SGD	274	SG Level Design II	2	3	3

Registrar's Office Approved - 3/24/20