

# SIMULATION AND GAME DEVELOPMENT (C25450I)

*Certificate*

Level Design

## PROGRAM PLANNING GUIDE

Date Revised: Fall 2019

Replaces Curriculum Schedule Dated: Fall 2018

Prerequisite: SGD 116; SGD 113 prerequisite or co-requisite of SGD 112

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

|     |     |                         | 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

Registrar's Office Approved 4/17/19