

**EFFECTIVE FALL 2016**

**SIMULATION & GAME DEVELOPMENT**

Art & Modeling Degree (A25450A)

Programming Degree (A25450P)

SGD Modeling and Animation Diploma (D25450B)

Business for SGD Certificate (C25450G)

Fundamentals I for SGD Certificate (C25450D)

Fundamentals II for SGD Certificate (C25450E)

Level Design Certificate (C25450I)

Mobile Game Development Certificate (C25450C)

Modeling and Animation Certificate (C25450A)

Production Certificate (C25450B)

Programming for SGD Certificate (C25450H)

Quality Assurance for SGD Certificate (C25450F)

# SIMULATION AND GAME DEVELOPMENT (A25450A)

## Art & Modeling

A.A.S. Degree (Day)

### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

#### Curriculum By Semester

<u>Course No.</u>	<u>Course Title</u>	Hours Per Week		Credits
		Class	Lab	
<b>FIRST FALL SEMESTER</b>				
ACA 111	College Student Success	1	0	1
ENG 111	Writing and Inquiry	3	0	3
SGD 111	Introduction to SGD	2	3	3
SGD 112	SGD Design	2	3	3
SGD 116	Graphic Design Tools	2	2	3
SGD 117	Art for Games	2	3	3
<b>FIRST SPRING SEMESTER</b>				
_____	Math Elective	-	-	3
SGD 113	SGD Programming	2	3	3
SGD 114	3D Modeling	2	3	3
SGD 163	SG Documentation	2	3	3
SGD 212	SGD Design II	2	3	3
<b>FIRST SUMMER TERM</b>				
_____	English Elective	-	-	3
_____	Humanities and Fine Arts Elective	-	-	3
<b>SECOND FALL SEMESTER</b>				
SGD 166	SG Physiology/Kinesis	3	0	3
SGD 134	SG Quality Assurance	2	2	3
SGD 174	SG Level Design	2	3	3
SGD 214	3D Modeling II	2	3	3
SGD 162	SG 3D Animation	2	3	3
<b>SECOND SPRING SEMESTER</b>				
_____	Social Science Elective	-	-	3
_____	Major Elective	-	-	2
SGD 165	SG Character Development	2	3	3
SGD 158	SGD Business Management	3	0	3
SGD 164	SG Audio/Video	2	3	3
<b>SECOND SUMMER TERM</b>				
_____	Major Elective	-	-	2
SGD 289	SGD Project	2	3	3
<b>GRADUATION REQUIREMENT:</b>		<b>Credit Hours</b>		<b>71</b>

## SIMULATION AND GAME DEVELOPMENT (A25450A)

### Art & Modeling

#### A.A.S. Degree (Day)

General Education Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Humanities and Fine Arts Electives</b>				
(choose 3 credit hours from the following courses)				
ART 111	Art Appreciation	3	0	3
DRA 126	Storytelling	3	0	3
ENG 125	Creative Writing I	3	0	3
HUM 160	Introduction to Film	3	0	3
HUM 130	Myth in Human Culture	3	0	3
REL 110	World Religions	3	0	0

#### Math Electives

(choose a minimum of 3 credit hours from the following courses)

MAT 121	Algebra/Trigonometry I	2	2	3
MAT 143	Quantitative Literacy	2	2	3
MAT 152	Statistical Methods I	3	2	4
MAT 171	Precalculus Algebra	3	0	3

#### English Electives

(choose 3 credit hours from the following courses)

ENG 112	Writing/Research in the Disc	3	0	3
COM 120	Intro Interpersonal Com	3	0	3
COM 231	Public-Speaking	3	0	3

#### Social and Behavioral Sciences Electives

(choose 3 credit hours from the following courses)

ECO 151	Survey of Economics	3	0	3
HIS 111	World Civilizations I	3	0	3
PSY 150	General Psychology	3	0	3
SOC 210	Introduction to Sociology	3	0	3

Required Major Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Major Electives</b> (choose a minimum of 4 credit hours from the following courses)				
SGD 135	Serious Games	3	0	3
SGD 159	SGD Production Management	3	0	3
SGD 161	SG Animation	3	2	0
SGD 167	SG Ethics	3	0	3
SGD 168	Mobile SG Programming I	2	3	3
SGD 172	Virtual SG Environments	2	3	0
SGD 237	Rigging 3D Models	2	3	3
SGD 244	3D Modeling III	2	3	3
SGD 268	Mobile SG Programming II	2	3	3
SGD 274	SG Level Design II	2	3	3
SGD 280	SGD HTML Programming 1	2	3	3
SGD 288	SGD Portfolio Design	1	2	2
WBL 112*	Work Based Learning I	0	20	2

**SIMULATION AND GAME DEVELOPMENT (A25450A)**  
**Art & Modeling**  
**A.A.S. Degree (Day)**

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

**Registrar's Office Reviewed - 3/3/16**

# SIMULATION AND GAME DEVELOPMENT (A25450A)

## Art & Modeling

A.A.S. Degree (Evening)

### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

#### Curriculum By Semester

Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>FIRST FALL SEMESTER</b>				
_____	_____	-	-	3
ACA	111 College Student Success	1	0	1
ENG	111 Writing and Inquiry	3	0	3
SGD	111 Introduction to SGD	2	3	3
<b>FIRST SPRING SEMESTER</b>				
SGD	117 Art for Games	2	3	3
SGD	116 Graphic Design Tools	2	2	3
SGD	112 SGD Design	2	3	3
<b>FIRST SUMMER TERM</b>				
_____	_____	-	-	3
SGD	114 3D Modeling	2	3	3
<b>SECOND FALL SEMESTER</b>				
SGD	113 SGD Programming	2	3	3
SGD	158 SGD Business Management	3	0	3
SGD	212 SG Design II	2	3	3
<b>SECOND SPRING SEMESTER</b>				
SGD	166 SG Physiology/Kinesis	3	0	3
SGD	214 3D Modeling II	2	3	3
SGD	163 SG Documentation	2	3	3
<b>SECOND SUMMER TERM</b>				
_____	_____	-	-	3
_____	_____	-	-	3
<b>THIRD FALL SEMESTER</b>				
SGD	162 SG 3D Animation	2	3	3
SGD	134 SG Quality Assurance	2	2	3
SGD	174 SG Level Design	2	3	3
<b>THIRD SPRING SEMESTER</b>				
_____	_____	-	-	2
SGD	165 SG Character Development	2	3	3
SGD	164 SG Audio/Video	2	3	3
<b>THIRD SUMMER TERM</b>				
_____	_____	-	-	2
SGD	289 SGD Project	2	3	3
<b>GRADUATION REQUIREMENT:</b>		<b>Credit Hours</b>		<b>71</b>

## SIMULATION AND GAME DEVELOPMENT (A25450A)

### Art & Modeling

A.A.S. Degree (Evening)

General Education Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Humanities and Fine Arts Electives</b>				
(choose 3 credit hours from the following courses)				
ART 111	Art Appreciation	3	0	3
DRA 126	Storytelling	3	0	3
ENG 125	Creative Writing I	3	0	3
HUM 160	Introduction to Film	3	0	3
HUM 130	Myth in Human Culture	3	0	3
REL 110	World Religions	3	0	0

#### Math Electives

(choose a minimum of 3 credit hours from the following courses)

MAT 121	Algebra/Trigonometry I	2	2	3
MAT 143	Quantitative Literacy	2	2	3
MAT 152	Statistical Methods I	3	2	4
MAT 171	Precalculus Algebra	3	0	3

#### English Electives

(choose 3 credit hours from the following courses)

ENG 112	Argument-Based Research	3	0	3
COM 120	Intro Interpersonal Com	3	0	3
COM 231	Public-Speaking	3	0	3

#### Social Science Electives

(choose 3 credit hours from the following courses)

ECO 151	Survey of Economics	3	0	3
HIS 111	World Civilizations I	3	0	3
PSY 150	General Psychology	3	0	3
SOC 210	Introduction to Sociology	3	0	3

Required Major Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Major Electives</b>				
(choose a minimum of 4 credit hours from the following courses)				
SGD 135	Serious Games	3	0	3
SGD 159	SGD Production Management	3	0	3
SGD 161	SG Animation	3	2	0
SGD 167	SG Ethics	3	0	3
SGD 172	Virtual SG Environments	2	3	0
SGD 237	Rigging 3D Models	2	3	3
SGD 244	3D Modeling III	2	3	3
SGD 268	Mobile SG Programming II	2	3	3
SGD 274	SG Level Design II	2	3	3
SGD 280	SGD HTML Programming 1	2	3	3
SGD 288	SGD Portfolio Design	1	2	2
WBL 112*	Work Based Learning I	0	20	2

## **SIMULATION AND GAME DEVELOPMENT (A25450A)**

### **Art & Modeling**

A.A.S. Degree (Evening)

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

**Registrar's Office Reviewed - 3/14/16**

# SIMULATION AND GAME DEVELOPMENT (A25450P)

## Programming

A.A.S. Degree (Day)

### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

#### Curriculum By Semester

<u>Course No.</u>	<u>Course Title</u>	Hours Per Week		Credits
		Class	Lab	
<b>FIRST FALL SEMESTER</b>				
ACA 111	College Student Success	1	0	1
ENG 111	Writing and Inquiry	3	0	3
SGD 111	Introduction to SGD	2	3	3
SGD 112	SGD Design	2	3	3
SGD 116	Graphic Design Tools	2	2	3
SGD 113	SGD Programming	2	3	3
<b>FIRST SPRING SEMESTER</b>				
SGD 213	SGD Programming II	2	3	3
MAT 171	Precalculus Algebra	3	2	4
SGD 114	3D Modeling	2	3	3
SGD 163	SG Documentation	2	3	3
SGD 212	SGD Design II	2	3	3
<b>FIRST SUMMER TERM</b>				
_____	English Elective	-	-	3
_____	Humanities and Fine Arts Elective	-	-	3
<b>SECOND FALL SEMESTER</b>				
PHY 151	College Physics I	3	2	4
SGD 134	SG Quality Assurance	2	2	3
SGD 174	SG Level Design	2	3	3
SGD 180	SGD HTML Programming I	2	3	3
SGD 285	SG Software Engineering	2	3	3
<b>SECOND SPRING SEMESTER</b>				
_____	Social Science Elective	-	-	3
_____	Major Elective I	-	-	2
SGD 158	SGD Business Management	3	0	3
SGD 164	SG Audio/Video	2	3	3
SGD 168	Mobile SG Programming I	2	3	3
<b>SECOND SUMMER TERM</b>				
_____	Major Elective I	-	-	2
SGD 289	SGD Project	2	3	3
<b>GRADUATION REQUIREMENT:</b>		<b>Credit Hours</b>		<b>73</b>



## SIMULATION AND GAME DEVELOPMENT (A25450P)

### Programming A.A.S. Degree (Day)

General Education Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Humanities and Fine Arts Electives</b>				
(choose 3 credit hours from the following courses)				
ART 111	Art Appreciation	3	0	3
DRA 126	Storytelling	3	0	3
ENG 125	Creative Writing I	3	0	3
HUM 160	Introduction to Film	3	0	3
HUM 130	Myth in Human Culture	3	0	3
REL 110	World Religions	3	0	0

#### Communications Electives

(choose 3 credit hours from the following courses)

ENG 112	Writing/Research in the Disc	3	0	3
COM 120	Intro Interpersonal Com	3	0	3
COM 231	Public-Speaking	3	0	3

#### Social Science Electives

(choose 3 credit hours from the following courses)

ECO 151	Survey of Economics	3	0	3
HIS 111	World Civilizations I	3	0	3
PSY 150	General Psychology	3	0	3
SOC 210	Introduction to Sociology	3	0	3

Required Major Electives				
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Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>Major Electives</b>				
(choose a minimum of 4 credit hours from the following courses)				
SGD 135	Serious Games	3	0	3
SGD 159	SGD Production Management	3	0	3
SGD 161	SG Animation	3	2	0
SGD 167	SG Ethics	3	0	3
SGD 172	Virtual SG Environments	2	3	0
SGD 237	Rigging 3D Models	2	3	3
SGD 244	3D Modeling III	2	3	3
SGD 268	Mobile SG Programming II	2	3	3
SGD 274	SG Level Design II	2	3	3
SGD 280	SGD HTML Programming 1	2	3	3
SGD 288	SGD Portfolio Design	1	2	2
WBL 112*	Work Based Learning I	0	20	2

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

**Registrar's Office Reviewed - 3/8/16**

# SIMULATION AND GAME DEVELOPMENT (A25450P)

## Programming

### A.A.S. Degree (Evening) PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

Curriculum By Semester					
Course No.	Course Title		Hours Per Week		Credits
			Class	Lab	Credits
<b>FIRST FALL SEMESTER</b>					
ACA	111	College Student Success	1	0	1
ENG	111	Writing and Inquiry	3	0	3
SGD	111	Introduction to SGD	2	3	3
SGD	113	SGD Programming	2	3	3
<b>FIRST SPRING SEMESTER</b>					
SGD	213	SGD Programming II	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	112	SGD Design	2	3	3
<b>FIRST SUMMER TERM</b>					
_____	_____	Social Science Elective	-	-	3
SGD	114	3D Modeling	2	3	3
<b>SECOND FALL SEMESTER</b>					
SGD	180	SGD HTML Programming I	2	3	3
SGD	158	SGD Business Management	3	0	3
SGD	212	SG Design II	2	3	3
<b>SECOND SPRING SEMESTER</b>					
MAT	171	Precalculus Algebra	3	2	4
SGD	168	Mobile SG Programming I	2	3	3
SGD	163	SG Documentation	2	3	3
<b>SECOND SUMMER TERM</b>					
_____	_____	English Elective	-	-	3
_____	_____	Humanities and Fine Arts Elective	-	-	3
<b>THIRD FALL SEMESTER</b>					
SGD	134	SG Quality Assurance	2	2	3
SGD	174	SG Level Design	2	3	3
SGD	285	SG Software Engineering	2	3	3
<b>THIRD SPRING SEMESTER</b>					
PHY	151	College Physics I	3	2	4
_____	_____	Major Elective I	-	-	2
SGD	164	SGD Audio/Video	2	3	3
<b>THIRD SUMMER TERM</b>					
_____	_____	Major Elective I	-	-	2
SGD	289	SGD Project	2	3	3
<b>GRADUATION REQUIREMENT:</b>			<b>Credit Hours</b>		<b>73</b>

## SIMULATION AND GAME DEVELOPMENT (A25450P)

### Programming

#### A.A.S. Degree (Evening)

General Education Electives					
<u>Course No.</u>	<u>Course Title</u>	Hours Per Week		Credits	
		Class	Lab		
<b>Humanities and Fine Arts Electives</b>					
(choose 3 credit hours from the following courses)					
ART 111	Art Appreciation	3	0	3	
DRA 126	Storytelling	3	0	3	
ENG 125	Creative Writing I	3	0	3	
HUM 160	Introduction to Film	3	0	3	
HUM 130	Myth in Human Culture	3	0	3	
REL 110	World Religions	3	0	0	
<b>English Electives</b>					
(choose 3 credit hours from the following courses)					
ENG 112	Writing/Research in the Disc	3	0	3	
COM 120	Intro Interpersonal Com	3	0	3	
COM 231	Public-Speaking	3	0	3	
<b>Social Sciences Electives</b>					
(choose 3 credit hours from the following courses)					
ECO 151	Survey of Economics	3	0	3	
HIS 111	World Civilizations I	3	0	3	
PSY 150	General Psychology	3	0	3	
SOC 210	Introduction to Sociology	3	0	3	

Required Major Electives					
<u>Course No.</u>	<u>Course Title</u>	Hours Per Week		Credits	
		Class	Lab		
<b>Major Electives</b>					
(choose a minimum of 4 credit hours from the following courses)					
SGD 135	Serious Games	3	0	3	
SGD 159	SGD Production Management	3	0	3	
SGD 161	SG Animation	3	2	0	
SGD 167	SG Ethics	3	0	3	
SGD 172	Virtual SG Environments	2	3	0	
SGD 237	Rigging 3D Models	2	3	3	
SGD 244	3D Modeling III	2	3	3	
SGD 268	Mobile SG Programming II	2	3	3	
SGD 274	SG Level Design II	2	3	3	
SGD 280	SGD HTML Programming 1	2	3	3	
SGD 288	SGD Portfolio Design	1	2	2	
WBL 112*	Work Based Learning I	0	20	2	

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

**Registrar's Office Reviewed - 3/14/16**

# SIMULATION AND GAME DEVELOPMENT (D25450B)

## *Diploma*

### Modeling and Animation

#### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

#### Curriculum By Semester

Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
<b>GENERAL EDUCATION COURSES</b>				
ENG 111	Expository Writing	3	0	3
_____	Math Elective	-	-	3
<b>MAJOR COURSES</b>				
SGD 111	Introduction to SGD	2	3	3
SGD 112	SGD Design I	2	3	3
SGD 114	3D Modeling	2	3	3
SGD 116	Graphic Design Tools	2	2	3
SGD 117	Art for Games	2	3	3
SGD 162	SG 3D Animation	2	3	3
SGD 164	SG Audio/Video	2	3	3
SGD 165	SG Character Development	2	3	3
SGD 166	SG Physiology/Kinesis	3	0	3
SGD 212	SGD Design II	2	3	3
SGD 214	3D Modeling II	2	3	3
SGD 237	Rigging 3D Models	2	3	3
SGD 244	3D Modeling III	2	3	3
<b>GRADUATION REQUIREMENT:</b>			<b>Credit Hours</b>	<b>45</b>
<b>Math Electives</b>				
(choose a minimum of 3 credit hours from the following courses)				
MAT 121	Algebra/Trigonometry I	2	2	3
MAT 143	Quantitative Literacy	2	2	3
MAT 152	Statistical Methods I	3	2	4
MAT 171	Precalculus Algebra	3	0	3

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

# SIMULATION AND GAME DEVELOPMENT (C25450A)

## *Certificate*

### Modeling and Animation

#### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: March 2011

#### Curriculum

<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
SGD	116	Graphic Design Tools	2	2	3
SGD	114	3D Modeling	2	3	3
SGD	162	SG 3D Animation	2	3	3
SGD	165	SG Character Development	2	3	3
SGD	214	3D Modeling II	2	3	3

**GRADUATION REQUIREMENT:**

**Credit Hours 15**

**Registrar's Office Reviewed - 3/3/16**

**SIMULATION AND GAME DEVELOPMENT (C25450B)**  
**Certificate**  
**Production**

**PROGRAM PLANNING GUIDE**

Date Revised: March 2011

Replaces Curriculum Schedule Dated: March 2010

Prerequisite: ENG111

**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 163		SG Documentation	2	3	3
SGD 212		SGD Design II	2	3	3
SGD 158		SGD Business Management	3	0	3
SGD 159		SGD Production Management	3	0	3

**GRADUATION REQUIREMENT:**

**Credit Hours     18**

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

# SIMULATION AND GAME DEVELOPMENT (C25450C)

## Certificate

### Mobile Game Development

#### PROGRAM PLANNING GUIDE

Date Revised: July 2015

Replaces Curriculum Schedule Dated: May 2012

#### Curriculum

<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
SGD	112	SGD Design	2	3	3
SGD	113	SGD Programming	2	3	3
SGD	114	3D Modeling	2	3	3
SGD	116	Graphic Design Tools	2	3	3
SGD	168	Mobile SG Programming I	2	3	3
SGD	268	Mobile SG Programming II	2	3	3

**GRADUATION REQUIREMENT:**

**Credit Hours 18**

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

# 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**



# 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**

# SIMULATION AND GAME DEVELOPMENT (C25450F)

## Certificate

### Quality Assurance for Simulation and Game Development

#### PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: May 2012

Requires: SGD 212, SGD 114 as pre-requisite; SGD 113 is a prerequisite for SGD 180 & 168

Curriculum					
Course No.		Course Title	Hours Per Week		Credits
			Class	Lab	
SGD	134	SG Quality Assurance	2	2	3
SGD	174	SG Level Design	2	3	3
_____	_____	Elective I	-	-	3
_____	_____	Elective II	-	-	3
<b>GRADUATION REQUIREMENT:</b>			<b>Credit Hours</b>	<b>12</b>	
<b>Elective I</b>					
<b>(Select 3.0 hours from the following courses)</b>					
SGD	180	SGD HTML Programming I	2	3	3
SGD	214	3D Modeling II	2	3	3
<b>Elective II</b>					
<b>(Select 3.0 hours from the following courses)</b>					
SGD	168	Mobile SG Programming I	2	3	3
SGD	162	SG 3D Animation	2	3	3

**Registrar's Office Reviewed - 3/8/16**

# SIMULATION AND GAME DEVELOPMENT (C25450G)

## Certificate

### Business for Simulation and Game Development

#### PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

Curriculum					
<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
_____	_____	Elective I	-	-	3
_____	_____	Elective II	-	-	3
SGD	158	SGD Business Management	3	0	3
SGD	164	SG Audio/Video	2	3	3

#### GRADUATION REQUIREMENT:

**Credit Hours      12**

#### Elective I

**(Select 3.0 hours from the following courses)**

SGD	285	SG Software Engineering	2	3	3
SGD	165	SG Character Development	2	3	3

#### Elective II

**(Select 3.0 hours from the following courses)**

<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
<b>Major Electives</b>					
SGD	135	Serious Games	3	0	3
SGD	159	SGD Production Management	3	0	3
SGD	161	SG Animation	3	2	0
SGD	167	SG Ethics	3	0	3
SGD	168	Mobile SG Programming I	2	3	3
SGD	172	Virtual SG Environments	2	3	0
SGD	237	Rigging 3D Models	2	3	3
SGD	244	3D Modeling III	2	3	3
SGD	268	Mobile SG Programming II	2	3	3
SGD	274	SG Level Design II	2	3	3
SGD	280	SGD HTML Programming II	2	3	3
SGD	288	SGD Portfolio Design	1	2	2
WBL	112*	Work Based Learning I	0	20	2

#### Registrar's Office Reviewed - 3/8/16

\*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

# SIMULATION AND GAME DEVELOPMENT (C25450H)

## *Certificate*

### Programming for Simulation and Game Development

#### Program Planning Guide

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

#### Curriculum

<u>Course No.</u>		<u>Course Title</u>	Hours Per Week		Credits
			Class	Lab	
SGD 113		SGD Programming	2	3	3
SGD 213		SGD Programming II	2	3	3
SGD 180		SGD HTML Programming I	2	3	3
SGD 168		Mobile SG Programming I	2	3	3
SGD 285		SG Software Engineering	2	3	3

**GRADUATION REQUIREMENT:**

**Credit Hours 15**

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

**SIMULATION AND GAME DEVELOPMENT (C25450I)**  
**Certificate**  
**Level Design**

**PROGRAM PLANNING GUIDE**

Date Revised: January 2016

Replaces Curriculum Schedule Dated: August 2014

Prerequisite: SGD 116

**Curriculum**

Course No.	Course Title	Hours Per Week		Credits
		Class	Lab	
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 REVIEWED - 3/3/16**