

Simulation and Game Development

Fundamentals I for Simulation and Game Development (C25450D)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2024

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

Curriculum

				Hours Per Week		
			<u>Prerequisites</u>	Class	Lab	Credits
SGD	111	Introduction to SGD	None	2	3	3
SGD	113	SGD Programming I	MAT-003 and ENG-002 or ENG-111	2	3	3
SGD	112	SGD Design I	SGD-113	2	3	3
SGD	116	SGD Graphic Design Tools	ENG-002 or ENG-111	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 12