Simulation and Game Development (A25450A)
Art & Modeling
A.A.S. Degree (Full-Time)
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 By Semester						
				Hours Per Week		
				Class	Lab	Credits
FALL SEMESTER			**Prerequisites**			
ENG	111	Writing and Inquiry	Take One Set: Set 1: DRE-097; Set 2: ENG-002; Set 3: BSP-4002; Corequisites: ENG-011	3	0	3
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	116	SGD Graphic Design Tools	ENG-002 or ENG-111	2	3	3
		Social Science Elective		-	-	3
SPRING SEMESTER						
SGD	112	SGD Design I	SGD-113	2	3	3
SGD	114	3D Modeling I	SGD-116	2	3	3
SGD	117	Art for Games	SGD-116	2	3	3
SGD	163	SGD Documentation	SGD-111 and ENG-002 or ENG-111	2	3	3
		Math Elective		-	-	3
SUMMER SEMESTER						
COM	231	Public Speaking	None	3	0	3
		Major Elective		-	-	3

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FALL SEMESTER						
SGD	162	SGD 3D Animation I	SGD-114	2	3	3
SGD	174	SGD Level Design I	SGD-114	2	3	3
SGD	212	SGD Design II	SGD-112 and SGD-113 and SGD-116	2	3	3
SGD	214	SGD 3D Modeling II	SGD-114	2	3	3
		Major Elective		-	-	2

SPRING SEMESTER						
SGD	134	SG Quality Assurance	SGD-112	2	2	3
SGD	158	SGD Business Management	ENG-111 and SGD-111 and SGD-112	3	0	3
SGD	166	SGD Physiology/Kinesis	None	3	0	3
		Program Elective		2	3	3
		Major Elective		-	-	2

SUMMER SEMESTER						
		Humanities and Fine Arts Elective		-	-	3
SGD	289	SGD Project	SGD-212, SGD-213, SGD-214, or SGD-285 and Take one Set: Set 1: Art Track: SGD-212, SGD-163, SGD-174, SGD-134 and SGD-172 or SGD-165; Set 2: Programming Track: SGD-212, SGD-163, SGD-174, SGD-134 and SGD-285	2	3	3

GRADUATION REQUIREMENT: **Credit Hours** **70**

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General Education Electives						
				Hours Per Week		
				Class	Lab	Credits
Humanities and Fine Arts Electives						
(choose 3 credit hours from the following courses)						
ART	111	Art Appreciation		3	0	3
ENG	125	Creative Writing I		3	0	3
HUM	110	Technology and Society		3	0	3
HUM	130	Myth in Human Culture		3	0	3
HUM	160	Introduction to Film		3	0	3
REL	110	World Religions		3	0	3
Math Electives						
(choose a minimum of 3 credit hrs 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	4
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

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		Program Electives				
(choose a minimum of 3 credit hrs from the following courses)						
SGD	165	SGD Character Development		2	3	3
SGD	172	SGD Virtual Environments		2	3	3

		Required Major Electives				
(choose a minimum of 7 credit hrs from the following courses)						
SGD	135	Serious Games	ENG-111 and SGD-112 and SGD-116	3	0	3
SGD	159	SGD Production Management	SGD-111	3	0	3
SGD	167	SGD Ethics	ENG-111 and SGD-111	3	0	3
SGD	168	SGD Mobile Programming I	SGD-113	2	3	3
SGD	180	SGD HTML Programming I	SGD-113	2	3	3
SGD	210	3D Data Capture	SGD-114 and SGD-162	2	3	3
SGD	237	Rigging 3D Models	SGD-114 and SGD-162	2	3	3
SGD	239	SGD Tech Art	SGD-113 and SGD-114	2	3	3
SGD	242	SGD Photogrammetry	SGD-114	2	3	3
SGD	262	SGD 3D Animation II	SGD-162	2	3	3
SGD	268	SGD Mobile Programming II	SGD-168	2	3	3
SGD	274	SGD Level Design II	SGD-174	2	3	3
SGD	288	SGD Portfolio Design	State Co-Reqs - SGD-212 or SGD-213 or SGD-214; Prereq - SGD-162 or SGD-285	1	2	2
WBL	111MG*	Work Based Learning I		0	10	1
WBL	112MG*	Work Based Learning II		0	20	2

*WBL courses completed for one program may not count toward the completion of another program. For verification of WBL course work, please contact your academic advisor and/or your departmental Work-Based Learning faculty coordinator. The Work-Based Learning period may be taken over two semesters as WBL-112MG and WBL-121MG or over three semesters as WBL-111MG, WBL-121MG, and WBL-131MG.