Simulation and Game Development (A25450P)
Programming
A.A.S. Degree (Part-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					
			Class	Lab	Credits
FALL SEMESTER					
ENG	111	Writing and Inquiry	3	0	3
SGD	111	Introduction to SGD	2	3	3
SGD	113	SGD Programming I	2	3	3
SPRING SEMESTER					
SGD	112	SGD Design I	2	3	3
SGD	116	SGD Graphic Design Tools	2	3	3
SGD	213	SGD Programming II	2	3	3
SUMMER SEMESTER					
SGD	114	SGD 3D Modeling I	2	3	3
MAT	171	Precalculus Algebra	3	2	4
FALL SEMESTER					
SGD	158	SGD Business Management	3	0	3
SGD	168	Mobile SG Programming I	2	3	3
SGD	212	SG Design II	2	3	3
SPRING SEMESTER					
SGD	163	SGD Documentation	2	3	3
		Social Science Elective	-	-	3
		Program Elective	2	3	3
SUMMER SEMESTER					
COM	231	Public-Speaking	3	0	3
		Major Elective	-	-	2
FALL SEMESTER					
SGD	174	SGD Level Design I	2	3	3
SGD	285	SGD Software Engineering	2	3	3
		Major Elective	-	-	3

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SPRING SEMESTER

PHY	151	College Physics I	3	2	4
SGD	134	SG Quality Assurance	2	2	3
		Major Elective	-	-	2

SUMMER SEMESTER

		Humanities and Fine Arts Elective	-	-	3
SGD	289	SGD Project	2	3	3

GRADUATION REQUIREMENT: **Credit Hours 72**

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	160	Introduction to Film	3	0	3
HUM	130	Myth in Human Culture	3	0	3
REL	110	World Religions	3	0	3

Social 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

Program Electives

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

SGD	180	SGD HTML Programming I	2	3	3
SGD	235	SGD Game Console Programming	2	3	3

Required Major Electives

(choose a minimum of 7 credit hrs from the following courses)

SGD	135	Serious Games	3	0	3
SGD	159	SGD Production Management	3	0	3
SGD	162	SGD 3D Animation I	2	3	3
SGD	167	SGD Ethics	3	0	3

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SGD	172	SGD Virtual 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	SGD Mobile Programming II	2	3	3
SGD	274	SGD Level Design II	2	3	3
SGD	288	SGD Portfolio Design	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.