

SIMULATION AND GAME DEVELOPMENT (C25450AA)

Introduction to Simulation and Game Development

CCP Certificate

PROGRAM PLANNING GUIDE

Revised: Fall 2023

Origination Date: Fall 2016

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

Curriculum

			Hours Per Week		
			Class	Lab	Credits
SGD	111	Introduction to SGD	2	3	3
SGD	116	Graphic Design Tools	2	2	3
SGD	113	SGD Programming	2	3	3
SGD	112	SGD Design	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 12

SGD-113 must be taken prior to SGD-112