

# 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		
				Class	Lab	Credits
				<u>Prerequisites</u>		
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**