Simulation and Game Development

Fundamentals II for Simulation and Game Development (C25450E)
Certificate
PROGRAM PLANNING GUIDE

Prior to enrolling in the C25450E Simulation and Game Development: Fundamentals II certificate program, students must have satisfied all pre-requisites, either by completing the WTCC C25450D certificate, or through the appropriate equivalent transfer credits.

Date Revised: Fall 2024

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

				Hours Per Week		
			Prerequisites	Class	Lab	Credits
SGD	114	SGD 3D Modeling I	SGD-116	2	3	3
SGD	163	SGD Documentation	SGD-111 and ENG-002 or ENG-111	2	3	3
SGD	212	SGD Design II	SGD-112 and SGD-113 and SGD-116	2	3	3
		Elective		2	3	3

GRADUATION REQUIREMENT: **Credit Hours**   **12**

Electives						
(choose 3 credit hours from the following courses)						
SGD	117	Art for Games	SGD-116	2	3	3
SGD	213	SGD Programming II	SGD-113; CSC-134 or CSC-151 or CSC-153	2	3	3