

Simulation and Game Development

Programming for Simulation and Game Development (C25450H)

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	113	SGD Programming I	MAT-003 and ENG-002 or ENG-111	2	3	3
SGD	168	SGD Mobile Programming I	SGD-113	2	3	3
SGD	213	SGD Programming II	SGD-113	2	3	3
SGD	285	SGD Software Engineering	SGD-212 and SGD-213	2	3	3
		Elective		2	3	3

GRADUATION REQUIREMENT:

Credit Hours 15

Electives

(choose 3 credit hours from the following courses)

SGD	180	SGD HTML Programming I	SGD-113	2	3	3
SGD	235	SGD Game Console Programming	SGD-113 and co- or pre-req SGD-174	2	3	3