

Simulation and Game Development

Level Design (C25450I) *Certificate* PROGRAM PLANNING GUIDE

Date Revised: Fall 2025

Prior to enrolling in the C25450I Simulation and Game Development: Level Design certificate program, students must have satisfied all pre-requisites, either by completing the WTCC C25450D certificate, or through the appropriate equivalent transfer credits.

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

Curriculum					
			Hours Per Week		Credits
			Class	Lab	
SGD	116	SGD Graphic Design Tools	2	3	3
SGD	114	SGD 3D Modeling I	2	3	3
SGD	174	SGD Level Design I	2	3	3
SGD	172	SGD Virtual Environments	2	3	3
SGD	274	SGD Level Design II	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 15