

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

A.A.S. Degree (Day)

PROGRAM PLANNING GUIDE

Replaces Curriculum Schedule Dated: January 2015

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

Curriculum By Semester

| | | | Hours Per Week | | Credits |
|------------------------|-----|-----------------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| FIRST SEMESTER | | | | | |
| ACA | 111 | College Student Success | 1 | 0 | 1 |
| ENG | 111 | Writing and Inquiry | 3 | 0 | 3 |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SGD | 117 | Art for Games | 2 | 3 | 3 |
| SECOND SEMESTER | | | | | |
| | | Math Elective | - | - | 3 |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 212 | SGD Design II | 2 | 3 | 3 |
| THIRD SEMESTER | | | | | |
| | | English Elective | - | - | 3 |
| | | Humanities and Fine Arts Elective | - | - | 3 |
| FOURTH SEMESTER | | | | | |
| SGD | 134 | SG Quality Assurance | 2 | 2 | 3 |
| SGD | 162 | SG 3D Animation | 2 | 3 | 3 |
| SGD | 166 | SG Physiology/Kinesis | 3 | 0 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |
| SGD | 214 | 3D Modeling II | 2 | 3 | 3 |
| FIFTH SEMESTER | | | | | |
| | | Social Science Elective | - | - | 3 |
| | | Major Elective | - | - | 2 |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 164 | SG Audio/Video | 2 | 3 | 3 |
| SGD | 165 | SG Character Development | 2 | 3 | 3 |
| SIXTH SEMESTER | | | | | |
| | | Major Elective | - | - | 2 |
| SGD | 289 | SGD Project | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 71

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General Education Electives

| | | | Hours Per Week | | Credits |
|--|--|--|----------------|-----|---------|
| | | | Class | Lab | |

Humanities and Fine Arts Electives

(choose 3 credit hours from the following courses)

| Course | Number | Description | Class | Lab | Credits |
|--------|--------|-----------------------|-------|-----|---------|
| ART | 111 | Art Appreciation | 3 | 0 | 3 |
| DRA | 126 | Storytelling | 3 | 0 | 3 |
| ENG | 125 | Creative Writing I | 3 | 0 | 3 |
| HUM | 160 | Introduction to Film | 3 | 0 | 3 |
| HUM | 130 | Myth in Human Culture | 3 | 0 | 3 |
| REL | 110 | World Religions | 3 | 0 | 0 |

Math Electives

(choose a minimum of 3 credit hours from the following courses)

| Course | Number | Description | Class | Lab | Credits |
|--------|--------|------------------------|-------|-----|---------|
| MAT | 121 | Algebra/Trigonometry I | 2 | 2 | 3 |
| MAT | 143 | Quantitative Literacy | 2 | 2 | 3 |
| MAT | 152 | Statistical Methods I | 3 | 2 | 4 |
| MAT | 171 | Precalculus Algebra | 3 | 0 | 4 |

English Electives

(choose 3 credit hours from the following courses)

| Course | Number | Description | Class | Lab | Credits |
|--------|--------|------------------------------|-------|-----|---------|
| COM | 120 | Intro Interpersonal Com | 3 | 0 | 3 |
| COM | 231 | Public-Speaking | 3 | 0 | 3 |
| ENG | 112 | Writing/Research in the Disc | 3 | 0 | 3 |

Social and Behavioral Sciences Electives

(choose 3 credit hours from the following courses)

| Course | Number | Description | Class | Lab | Credits |
|--------|--------|---------------------------|-------|-----|---------|
| ECO | 151 | Survey of Economics | 3 | 0 | 3 |
| HIS | 111 | World Civilizations I | 3 | 0 | 3 |
| PSY | 150 | General Psychology | 3 | 0 | 3 |
| SOC | 210 | Introduction to Sociology | 3 | 0 | 3 |

Required Major Electives

(choose a minimum of 4 credit hours from the following courses)

| Course | Number | Description | Class | Lab | Credits |
|--------|--------|---------------------------|-------|-----|---------|
| SGD | 135 | Serious Games | 3 | 0 | 3 |
| SGD | 159 | SGD Production Management | 3 | 0 | 3 |
| SGD | 161 | SG Animation | 2 | 3 | 3 |
| SGD | 167 | SG Ethics | 3 | 0 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 237 | Rigging 3D Models | 2 | 3 | 3 |
| SGD | 244 | 3D Modeling III | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |

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| | | | | | |
|-----|------|------------------------|---|----|---|
| SGD | 280 | SGD HTML Programming 1 | 2 | 3 | 3 |
| SGD | 288 | SGD Portfolio Design | 1 | 2 | 2 |
| WBL | 112* | Work Based Learning I | 0 | 20 | 2 |

*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

SIMULATION AND GAME DEVELOPMENT (A25450A)

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A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

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

Curriculum By Semester

| | | | Hours Per Week | | Credits |
|-------------------------|-----|-----------------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| FIRST SEMESTER | | | | | |
| | | Math Elective | - | - | 3 |
| ACA | 111 | College Student Success | 1 | 0 | 1 |
| ENG | 111 | Writing and Inquiry | 3 | 0 | 3 |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SECOND SEMESTER | | | | | |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SGD | 117 | Art for Games | 2 | 3 | 3 |
| THIRD SEMESTER | | | | | |
| | | Social Science Elective | - | - | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| FOURTH SEMESTER | | | | | |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 212 | SG Design II | 2 | 3 | 3 |
| FIFTH SEMESTER | | | | | |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 166 | SG Physiology/Kinesis | 3 | 0 | 3 |
| SGD | 214 | 3D Modeling II | 2 | 3 | 3 |
| SIXTH SEMESTER | | | | | |
| | | English Elective | - | - | 3 |
| | | Humanities and Fine Arts Elective | - | - | 3 |
| SEVENTH SEMESTER | | | | | |
| SGD | 134 | SG Quality Assurance | 2 | 2 | 3 |
| SGD | 162 | SG 3D Animation | 2 | 3 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |

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| EIGHTH SEMESTER | | | | | |
|------------------------|-----|--------------------------|---|---|---|
| | | Major Elective I | - | - | 2 |
| SGD | 165 | SG Character Development | 2 | 3 | 3 |
| SGD | 164 | SG Audio/Video | 2 | 3 | 3 |

| NINTH SEMESTER | | | | | |
|-----------------------|-----|------------------|---|---|---|
| | | Major Elective I | - | - | 2 |
| SGD | 289 | SGD Project | 2 | 3 | 3 |

GRADUATION REQUIREMENT: **Credit Hours 71**

| General Education Electives | | | | | |
|------------------------------------|--|--|----------------|-----|---------|
| | | | Hours Per Week | | |
| | | | Class | Lab | Credits |

Humanities and Fine Arts Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|-----------------------|---|---|---|
| ART | 111 | Art Appreciation | 3 | 0 | 3 |
| DRA | 126 | Storytelling | 3 | 0 | 3 |
| ENG | 125 | Creative Writing I | 3 | 0 | 3 |
| HUM | 160 | Introduction to Film | 3 | 0 | 3 |
| HUM | 130 | Myth in Human Culture | 3 | 0 | 3 |
| REL | 110 | World Religions | 3 | 0 | 0 |

Math Electives

(choose a minimum of 3 credit hours from the following courses)

| | | | | | |
|-----|-----|------------------------|---|---|---|
| MAT | 121 | Algebra/Trigonometry I | 2 | 2 | 3 |
| MAT | 143 | Quantitative Literacy | 2 | 2 | 3 |
| MAT | 152 | Statistical Methods I | 3 | 2 | 4 |
| MAT | 171 | Precalculus Algebra | 3 | 0 | 4 |

English Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|-------------------------|---|---|---|
| COM | 120 | Intro Interpersonal Com | 3 | 0 | 3 |
| COM | 231 | Public-Speaking | 3 | 0 | 3 |
| ENG | 112 | Argument-Based Research | 3 | 0 | 3 |

Social Science Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|---------------------------|---|---|---|
| ECO | 151 | Survey of Economics | 3 | 0 | 3 |
| HIS | 111 | World Civilizations I | 3 | 0 | 3 |
| PSY | 150 | General Psychology | 3 | 0 | 3 |
| SOC | 210 | Introduction to Sociology | 3 | 0 | 3 |

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

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Required Major Electives

(choose a minimum of 4 credit hours from the following courses)

| | | | | | |
|-----|------|--------------------------|---|----|---|
| SGD | 135 | Serious Games | 3 | 0 | 3 |
| SGD | 161 | SG Animation | 2 | 3 | 3 |
| SGD | 167 | SG Ethics | 3 | 0 | 3 |
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 237 | Rigging 3D Models | 2 | 3 | 3 |
| SGD | 244 | 3D Modeling III | 2 | 3 | 3 |
| SGD | 268 | Mobile SG Programming II | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |
| SGD | 280 | SGD HTML Programming 1 | 2 | 3 | 3 |
| SGD | 288 | SGD Portfolio Design | 1 | 2 | 2 |
| WBL | 112* | Work Based Learning I | 0 | 20 | 2 |

*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

A.A.S. Degree (Day)

PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

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

Curriculum By Semester

| | | | Hours Per Week | | Credits |
|------------------------|-----|-----------------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| FIRST SEMESTER | | | | | |
| ACA | 111 | College Student Success | 1 | 0 | 1 |
| ENG | 111 | Writing and Inquiry | 3 | 0 | 3 |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SECOND SEMESTER | | | | | |
| MAT | 171 | Precalculus Algebra | 3 | 2 | 4 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 212 | SGD Design II | 2 | 3 | 3 |
| SGD | 213 | SGD Programming II | 2 | 3 | 3 |
| THIRD SEMESTER | | | | | |
| | | English Elective | - | - | 3 |
| | | Humanities and Fine Arts Elective | - | - | 3 |
| FOURTH SEMESTER | | | | | |
| PHY | 151 | College Physics I | 3 | 2 | 4 |
| SGD | 134 | SG Quality Assurance | 2 | 2 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |
| SGD | 180 | SGD HTML Programming I | 2 | 3 | 3 |
| SGD | 285 | SG Software Engineering | 2 | 3 | 3 |
| FIFTH SEMESTER | | | | | |
| | | Social Science Elective | - | - | 3 |
| | | Major Elective I | - | - | 2 |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 164 | SG Audio/Video | 2 | 3 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SIXTH SEMESTER | | | | | |
| | | Major Elective I | - | - | 2 |
| SGD | 289 | SGD Project | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 73

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Programming

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| General Education Electives | | | | | |
|-----------------------------|--|--|--|--|--|
|-----------------------------|--|--|--|--|--|

| Hours Per Week | | Credits |
|----------------|-----|---------|
| Class | Lab | |

| Humanities and Fine Arts Electives | | | | | |
|------------------------------------|--|--|--|--|--|
|------------------------------------|--|--|--|--|--|

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|-----------------------|---|---|---|
| ART | 111 | Art Appreciation | 3 | 0 | 3 |
| DRA | 126 | Storytelling | 3 | 0 | 3 |
| ENG | 125 | Creative Writing I | 3 | 0 | 3 |
| HUM | 160 | Introduction to Film | 3 | 0 | 3 |
| HUM | 130 | Myth in Human Culture | 3 | 0 | 3 |
| REL | 110 | World Religions | 3 | 0 | 0 |

| Communications Electives | | | | | |
|--------------------------|--|--|--|--|--|
|--------------------------|--|--|--|--|--|

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|------------------------------|---|---|---|
| COM | 120 | Intro Interpersonal Com | 3 | 0 | 3 |
| COM | 231 | Public-Speaking | 3 | 0 | 3 |
| ENG | 112 | Writing/Research in the Disc | 3 | 0 | 3 |

| Social Science Electives | | | | | |
|--------------------------|--|--|--|--|--|
|--------------------------|--|--|--|--|--|

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|---------------------------|---|---|---|
| ECO | 151 | Survey of Economics | 3 | 0 | 3 |
| HIS | 111 | World Civilizations I | 3 | 0 | 3 |
| PSY | 150 | General Psychology | 3 | 0 | 3 |
| SOC | 210 | Introduction to Sociology | 3 | 0 | 3 |

| Required Major Electives | | | | | |
|--------------------------|--|--|--|--|--|
|--------------------------|--|--|--|--|--|

(choose a minimum of 4 credit hours from the following courses)

| | | | | | |
|-----|------|---------------------------|---|----|---|
| SGD | 135 | Serious Games | 3 | 0 | 3 |
| SGD | 159 | SGD Production Management | 3 | 0 | 3 |
| SGD | 161 | SG Animation | 2 | 3 | 3 |
| SGD | 167 | SG Ethics | 3 | 0 | 3 |
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 237 | Rigging 3D Models | 2 | 3 | 3 |
| SGD | 244 | 3D Modeling III | 2 | 3 | 3 |
| SGD | 268 | Mobile SG Programming II | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |
| SGD | 280 | SGD HTML Programming 1 | 2 | 3 | 3 |
| SGD | 288 | SGD Portfolio Design | 1 | 2 | 2 |
| WBL | 112* | Work Based Learning I | 0 | 20 | 2 |

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

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*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

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

Curriculum By Semester

| | | | Hours Per Week | | |
|-------------------------|-----|-----------------------------------|----------------|-----|---------|
| | | | Class | Lab | Credits |
| FIRST SEMESTER | | | | | |
| ACA | 111 | College Student Success | 1 | 0 | 1 |
| ENG | 111 | Writing and Inquiry | 3 | 0 | 3 |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SECOND SEMESTER | | | | | |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SGD | 213 | SGD Programming II | 2 | 3 | 3 |
| THIRD SEMESTER | | | | | |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| | | Social Science Elective | - | - | 3 |
| FOURTH SEMESTER | | | | | |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 180 | SGD HTML Programming I | 2 | 3 | 3 |
| SGD | 212 | SG Design II | 2 | 3 | 3 |
| FIFTH SEMESTER | | | | | |
| MAT | 171 | Precalculus Algebra | 3 | 2 | 4 |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SIXTH SEMESTER | | | | | |
| | | English Elective | - | - | 3 |
| | | Humanities and Fine Arts Elective | - | - | 3 |
| SEVENTH SEMESTER | | | | | |
| SGD | 134 | SG Quality Assurance | 2 | 2 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |
| SGD | 285 | SG Software Engineering | 2 | 3 | 3 |

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

| EIGHTH SEMESTER | | | | | |
|-----------------|-----|-------------------|---|---|---|
| PHY | 151 | College Physics I | 3 | 2 | 4 |
| SGD | 164 | SGD Audio/Video | 2 | 3 | 3 |
| | | Major Elective I | - | - | 2 |

| NINTH SEMESTER | | | | | |
|----------------|-----|------------------|---|---|---|
| SGD | 289 | SGD Project | 2 | 3 | 3 |
| | | Major Elective I | - | - | 2 |

GRADUATION REQUIREMENT:

Credit Hours 73

| General Education Electives | | | | | |
|-----------------------------|--|--|----------------|-----|---------|
| | | | Hours Per Week | | |
| | | | Class | Lab | Credits |

Humanities and Fine Arts Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|-----------------------|---|---|---|
| ART | 111 | Art Appreciation | 3 | 0 | 3 |
| DRA | 126 | Storytelling | 3 | 0 | 3 |
| ENG | 125 | Creative Writing I | 3 | 0 | 3 |
| HUM | 160 | Introduction to Film | 3 | 0 | 3 |
| HUM | 130 | Myth in Human Culture | 3 | 0 | 3 |
| REL | 110 | World Religions | 3 | 0 | 0 |

English Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|------------------------------|---|---|---|
| COM | 120 | Intro Interpersonal Com | 3 | 0 | 3 |
| COM | 231 | Public-Speaking | 3 | 0 | 3 |
| ENG | 112 | Writing/Research in the Disc | 3 | 0 | 3 |

Social Sciences Electives

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|---------------------------|---|---|---|
| ECO | 151 | Survey of Economics | 3 | 0 | 3 |
| HIS | 111 | World Civilizations I | 3 | 0 | 3 |
| PSY | 150 | General Psychology | 3 | 0 | 3 |
| SOC | 210 | Introduction to Sociology | 3 | 0 | 3 |

Required Major Electives

(choose a minimum of 4 credit hours from the following courses)

| | | | | | |
|-----|-----|---------------------------|---|---|---|
| SGD | 135 | Serious Games | 3 | 0 | 3 |
| SGD | 159 | SGD Production Management | 3 | 0 | 3 |
| SGD | 161 | SG Animation | 2 | 3 | 3 |
| SGD | 167 | SG Ethics | 3 | 0 | 3 |

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

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| | | | | | |
|-----|------|-------------------------|---|----|---|
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 237 | Rigging 3D Models | 2 | 3 | 3 |
| SGD | 244 | 3D Modeling III | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |
| SGD | 280 | SGD HTML Programming 1 | 2 | 3 | 3 |
| SGD | 288 | SGD Portfolio Design | 1 | 2 | 2 |
| WBL | 112* | Work Based Learning I | 0 | 20 | 2 |

*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

SIMULATION AND GAME DEVELOPMENT (D25450B)

Diploma

Modeling and Animation PROGRAM PLANNING GUIDE

Date Revised: Fall 2017

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

Curriculum

| | | | Hours Per Week | | Credits |
|----------------------------------|-----|--------------------|----------------|-----|---------|
| | | | Class | Lab | |
| GENERAL EDUCATION COURSES | | | | | |
| ENG | 111 | Expository Writing | 3 | 0 | 3 |
| | | Math Elective | - | - | 3 |

| | | | | | |
|----------------------|-----|---------------------------|---|---|---|
| MAJOR COURSES | | | | | |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SGD | 112 | SGD Design I | 2 | 3 | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SGD | 117 | Art for Games | 2 | 3 | 3 |
| SGD | 162 | SG 3D Animation | 2 | 3 | 3 |
| SGD | 164 | SG Audio/Video | 2 | 3 | 3 |
| SGD | 165 | SG Character Development | 2 | 3 | 3 |
| SGD | 166 | SG Physiology/Kinesiology | 3 | 0 | 3 |
| SGD | 174 | Level Design I | 2 | 3 | 3 |
| SGD | 212 | SGD Design II | 2 | 3 | 3 |
| SGD | 214 | 3D Modeling II | 2 | 3 | 3 |
| | | SGD 237 or SGD 244 | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 45

Math Electives

(choose a minimum of 3 credit hours from the following courses)

| | | | | | |
|-----|-----|------------------------|---|---|---|
| MAT | 121 | Algebra/Trigonometry I | 2 | 2 | 3 |
| MAT | 143 | Quantitative Literacy | 2 | 2 | 3 |
| MAT | 152 | Statistical Methods I | 3 | 2 | 4 |
| MAT | 171 | Precalculus Algebra | 3 | 0 | 4 |

SIMULATION AND GAME DEVELOPMENT (C25450A)

Certificate

Modeling and Animation PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: March 2011

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 | 116 | Graphic Design Tools | 2 | 2 | 3 |
| SGD | 162 | SG 3D Animation | 2 | 3 | 3 |
| SGD | 165 | SG Character Development | 2 | 3 | 3 |
| SGD | 214 | 3D Modeling II | 2 | 3 | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 15

SIMULATION AND GAME DEVELOPMENT (C25450B)

Certificate

Production

PROGRAM PLANNING GUIDE

Date Revised: March 2011

Replaces Curriculum Schedule Dated: March 2010

Prerequisite: ENG111

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

Curriculum

| | | | Hours Per Week | | Credits |
|-----|-----|---------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| SGD | 111 | Introduction to SGD | 2 | 3 | 3 |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 159 | SGD Production Management | 3 | 0 | 3 |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 212 | SGD Design II | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 18

SIMULATION AND GAME DEVELOPMENT (C25450C)

Certificate

Mobile Game Development PROGRAM PLANNING GUIDE

Date Revised: July 2015

Replaces Curriculum Schedule Dated: May 2012

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 | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 3 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SGD | 268 | Mobile SG Programming II | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 15

SIMULATION AND GAME DEVELOPMENT (C25450D)

Certificate

Fundamentals I for Simulation and Game Development

PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

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 | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 116 | Graphic Design Tools | 2 | 2 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 12

SIMULATION AND GAME DEVELOPMENT (C25450E)

Certificate

Fundamentals II for Simulation and Game Development

PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: January 2015

Requires SGD 112, SGD 116, ENG 111 as pre-requisites

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 | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 163 | SG Documentation | 2 | 3 | 3 |
| SGD | 212 | SGD Design II | 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 | 2 | 3 | 3 |
| SGD | 213 | SGD Programming II | 2 | 3 | 3 |

SIMULATION AND GAME DEVELOPMENT (C25450F)

Certificate

Quality Assurance for Simulation and Game Development

PROGRAM PLANNING GUIDE

Date Revised: February 2016

Replaces Curriculum Schedule Dated: May 2012

Requires SGD 212, SGD 114 as pre-requisites; SGD 113 is a prerequisite for SGD 180 & 168

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

Curriculum

| | | | Hours Per Week | | Credits |
|-----|-----|----------------------|----------------|-----|---------|
| | | | Class | Lab | |
| SGD | 134 | SG Quality Assurance | 2 | 2 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |
| | | Elective I | - | - | 3 |
| | | Elective II | - | - | 3 |

GRADUATION REQUIREMENT:

Credit Hours 12

Electives I

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|------------------------|---|---|---|
| SGD | 180 | SGD HTML Programming I | 2 | 3 | 3 |
| SGD | 214 | 3D Modeling II | 2 | 3 | 3 |

Electives II

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|-------------------------|---|---|---|
| SGD | 162 | SG 3D Animation | 2 | 3 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |

SIMULATION AND GAME DEVELOPMENT (C25450G)

Certificate

Business for Simulation and Game Development PROGRAM PLANNING GUIDE

Date Revised: Fall 2017

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

Curriculum

| | | | Hours Per Week | | Credits |
|-----|-----|-------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| SGD | 158 | SGD Business Management | 3 | 0 | 3 |
| SGD | 164 | SG Audio/Video | 2 | 3 | 3 |
| | | Elective I | - | - | 3 |
| | | Elective II | - | - | 3 |

GRADUATION REQUIREMENT:

Credit Hours 12

Electives I

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|--------------------------|---|---|---|
| SGD | 165 | SG Character Development | 2 | 3 | 3 |
| SGD | 285 | SG Software Engineering | 2 | 3 | 3 |

Electives II

(choose 3 credit hours from the following courses)

| | | | | | |
|-----|-----|---------------------------|---|---|---|
| SGD | 135 | Serious Games | 3 | 0 | 3 |
| SGD | 159 | SGD Production Management | 3 | 0 | 3 |
| SGD | 161 | SG Animation | 2 | 3 | 3 |
| SGD | 167 | SG Ethics | 3 | 0 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 237 | Rigging 3D Models | 2 | 3 | 3 |
| SGD | 244 | 3D Modeling III | 2 | 3 | 3 |
| SGD | 268 | Mobile SG Programming II | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |
| SGD | 280 | SGD HTML Programming II | 2 | 3 | 3 |

*Work-Based Learning is an elective. Students must have approval from the dean and pre register with the Computer Technologies Division office. The Work-Based Learning period may be taken over two semesters as WBL-112 and WBL-121 or over three semesters as WBL-111, WBL-121, and WBL-131.

SIMULATION AND GAME DEVELOPMENT (C25450H)

Certificate

Programming for Simulation and Game Development

PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: January 2015

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

Curriculum

| | | | Hours Per Week | | Credits |
|-----|-----|-------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| SGD | 113 | SGD Programming | 2 | 3 | 3 |
| SGD | 168 | Mobile SG Programming I | 2 | 3 | 3 |
| SGD | 180 | SGD HTML Programming I | 2 | 3 | 3 |
| SGD | 213 | SGD Programming II | 2 | 3 | 3 |
| SGD | 285 | SG Software Engineering | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 15

SIMULATION AND GAME DEVELOPMENT (C25450I)

Certificate

Level Design

PROGRAM PLANNING GUIDE

Date Revised: January 2016

Replaces Curriculum Schedule Dated: August 2014

Prerequisite: SGD 116

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

Curriculum

| | | | Hours Per Week | | Credits |
|-----|-----|-------------------------|----------------|-----|---------|
| | | | Class | Lab | |
| SGD | 112 | SGD Design | 2 | 3 | 3 |
| SGD | 114 | 3D Modeling | 2 | 3 | 3 |
| SGD | 172 | Virtual SG Environments | 2 | 3 | 3 |
| SGD | 174 | SG Level Design | 2 | 3 | 3 |
| SGD | 274 | SG Level Design II | 2 | 3 | 3 |

GRADUATION REQUIREMENT:

Credit Hours 15