

Simulation and Game Development (A25450)

Program Planning Guides

2018 - 2019

Degrees

SGD - Art & Modeling - *Day & Evening* - A25450A

SGD - Programming - *Day & Evening* - A25450P

Certificates

C25450G	Business for SGD
C25450D	Fundamentals I for SGD
C25450E	Fundamentals II for SGD
C25450I	Level Design
C25450C	Mobile Game Development
C25450A	Modeling and Animation
C25450B	Production
C25450H	Programming for SGD
C25450F	Quality Assurance for SGD

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

A.A.S. Degree (Day)

PROGRAM PLANNING GUIDE

Replaces Curriculum Schedule Dated: Fall 2018

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					
SGD	114	3D Modeling	2	3	3
SGD	117	Art for Games	2	3	3
SGD	163	SG Documentation	2	3	3
SGD	212	SGD Design II	2	3	3
		Math Elective	-	-	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					
SGD	158	SGD Business Management	3	0	3
SGD	164	SG Audio/Video	2	3	3
SGD	165	SG Character Development	2	3	3
		Social Science Elective	-	-	3
		Major Elective	-	-	2
SIXTH SEMESTER					
SGD	289	SGD Project	2	3	3
		Major Elective	-	-	2

GRADUATION REQUIREMENT:

Credit Hours 71

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

A.A.S. Degree (Day)

PROGRAM PLANNING GUIDE

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	3

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	180	SGD HTML Programming I	2	3	3
SGD	237	Rigging 3D Models	2	3	3

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

A.A.S. Degree (Day)

PROGRAM PLANNING GUIDE

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

*WBL courses completed for one program may not count toward the completion of another program. For verification of WBL course work, please contact your academic advisor and/or your departmental Work-Based Learning faculty coordinator. 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)

Art & Modeling

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

Date Revised: Fall 2018

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	113	SGD Programming	2	3	3
SGD	116	Graphic Design Tools	2	2	3
THIRD SEMESTER					
		Social Science Elective	-	-	3
SGD	114	3D Modeling	2	3	3
FOURTH SEMESTER					
SGD	117	Art for Games	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/Kinesiology	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

SIMULATION AND GAME DEVELOPMENT (A25450A)

Art & Modeling

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

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	3

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

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

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	168	Mobile SG Programming I	2	3	3
SGD	172	Virtual SG Environments	2	3	3
SGD	180	SGD HTML Programming I	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

*WBL courses completed for one program may not count toward the completion of another program. For verification of WBL course work, please contact your academic advisor and/or your departmental Work-Based Learning faculty coordinator. 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

SIMULATION AND GAME DEVELOPMENT (A25450P)

Programming

A.A.S. Degree (Day)

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	3

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

A.A.S. Degree (Day)

*WBL courses completed for one program may not count toward the completion of another program. For verification of WBL course work, please contact your academic advisor and/or your departmental Work-Based Learning faculty coordinator. 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		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	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		Credits
			Class	Lab	

Humanities and Fine Arts Electives					
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(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	3

English Electives					
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(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					
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(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					
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(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

A.A.S. Degree (Evening)

PROGRAM PLANNING GUIDE

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

*WBL courses completed for one program may not count toward the completion of another program. For verification of WBL course work, please contact your academic advisor and/or your departmental Work-Based Learning faculty coordinator. 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 (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		
			Class	Lab	Credits
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 (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		Credits
			Class	Lab	
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 (C25450I)

Certificate

Level Design

PROGRAM PLANNING GUIDE

Date Revised: Fall 2018

Replaces Curriculum Schedule Dated: January 2016

Prerequisite: SGD 116; SGD 113 co-requisite of SGD 112

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

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		Credits
			Class	Lab	
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 18

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	114	3D Modeling	2	3	3
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

GRADUATION REQUIREMENT:

Credit Hours 15

SIMULATION AND GAME DEVELOPMENT (C25450B)

Certificate

Production

PROGRAM PLANNING GUIDE

Date Revised: Fall 2018

Replaces Curriculum Schedule Dated: March 2011

Prerequisite: ENG111; corequisite of SGD 113 for SGD 112

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 (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 (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