Career and Technical Education Pathway

Effective Spring 2012

Simulation and Game Development Level I (C25450-21)

Developing enticing games requires a diverse set of skills. Completion of this program will give students an excellent overview of the various areas they will need to master to achieve success in this exciting field. The courses on this pathway will introduce students to the importance of storytelling and character development, the fundamentals of computer languages, industry standards and the tools required to create 3-D models.

Required Courses:

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Course Prefix/Number Course Title			
Credits			
SGD-111	Intro to Game Development	3.0	
SGD-112	SGD Design		3.0
SGD-113	SG Programming		3.0
SGD-114	SG Modeling	3.0	
Total Required Credits			12.0

^{*}Click on a course to see description and prerequisite information.

- 1. To be eligible for enrollment, a high school student must meet the following criteria:
 - a. Be a high school junior or senior;
 - b. Have a weighted GPA of 3.0 on high school courses or have the recommendation of the high school principal
 - c. Meet the prerequisites for the career pathway.
- 2. To maintain eligibility for continued enrollment, a student must
 - a. Continue to make progress toward high school graduation
 - b. Maintain a 2.0 in college coursework after completing two courses.
- 3. Upon satisfactory completion of the pathway, students may be awarded the Simulation and Game Development Certificate Specialization in Simulation and Game Development Level I.

For more information on the enrollment and registration process, please go to http://www.cpcc.edu/hsprograms/career-college-promise

