

Simulation & Game Development (A25450)

Fall

Spring

Summer

Fall

Spring

1. Communication Courses

ENG 111 (3)
Expository Writing

COM 110 (3)
Intro to Communication
OR
COM 120 (3)
Intro to Interpersonal Communications
OR
COM 231 (3)
Public Speaking

ENG 112 (3)
Argument-Based Research
OR
ENG 113 (3)
Literature-Based Research
OR
ENG 114 (3)
Professional Research & Reporting

2. Mathematics & Accounting Courses

MAT 121 (3)
Algebra/ Trigonometry 1
or higher

3. Social Sciences & Humanities

Humanities and
Fine Arts Elective
(3 Credit Hrs.)

Behavioral & Social
Sciences Elective
(3 Credit Hrs.)

4. Technical Content

SGD 111 (3)
Introduction to SGD

SGD 111 (3)
Introduction to SGD

SGD 111 (3)
Introduction to SGD

SGD 212 (3)
SG Design II

SGD 123 (3)
Windows/Consol Prog

SGD 112 (3)
SGD Design

SGD 112 (3)
SGD Design

SGD 112 (3)
SGD Design

SGD 213 (3)
SG Programming II

SGD 122 (3)
Database Programming

SGD 113 (3)
SGD Programming

SGD 113 (3)
SGD Programming

SGD 113 (3)
SGD Programming

SGD 214 (3)
3D Modeling II

SGD 285 (3)
SG Software Engineering

SGD 114 (3)
3D Modeling

SGD 114 (3)
3D Modeling

SGD 114 (3)
3D Modeling

SGD 289 (3)
SGD Project

SGD 124 (3)
MMO SG Programming

SGD 125 (3)
SG Artificial Intelligence

SGD 161 (3)
SG Animation

COE 111 (1) Co-Op Work
OR
COE 112 (2) Co-Op Work

SGD 126 (3)
SG Engine Design

SGD 272 (3)
SG level Design II

SGD 173 (3)
Lighting/Shading Algorithm

SGD 166 (3)
SG Physiology/Kinesi

SGD 164 (3)
SGD Audio/Video

SGD 168 (3)
Wireless SG Programming

SGD 174 (3)
SG Level Design

COE 111 (1) Co-Op Work
OR
COE 112 (2) Co-Op Work

SGD 171 (3)
Flash SG Programming

SGD 169 (3)
SG Linux Programming

SGD 193 (3)
SGD Selected Topics

SGD 165 (3)
SGD Character Dev.

SGD 170 (3)
SG Handheld Programming

COE 111 (1) Co-Op Work
OR
COE 112 (2) Co-Op Work

SGD 167 (3)
SG Ethics

SGD 172 (3)
SG Virtual Environments