

Division Information Technology
 Program Code D25450-D1
 Program Title Simulation and Game Development (A25450)
 Concentration Title Animation
 Credential Diploma

Curriculum Description

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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I. GENERAL EDUCATION

Note: Degree programs must contain a minimum of 15 semester hours including at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural sciences/mathematics. Degree programs must contain a minimum of 6 semester hours of communications. Diploma programs must contain a minimum of 6 semester hours of general education; 3 semester hours must be in communications. General education is optional in certificate programs.

1. Required Courses

2. Required Subject Area

Course Number/Title	Class	Lab	Clinic/Exp	Credits
Choose one:				
COM 110 Introduction to Communication	3	0	0	3
Or				
COM 120 Introduction to Communication	3	0	0	3
Or				
COM 231 Introduction to Communication	3	0	0	3
ENG 111 Expository Writing	3	0	0	3
General Education	<i>General Education SHC Sub-Total</i>			6

II. MAJOR HOURS

The "Major Hours" category includes the core, the concentration (if applicable) and "other major" hours. Work experience, including cooperative education, practicums, and internships, may be included in a degree program up to a maximum of 8 semester hours; in a diploma program up to a maximum of 4 semester hours; and in a certificate program up to a maximum of 2 semester hours.

A. Core

Please refer to the curriculum standard for the list of courses that are required for the core. A diploma program offered under an approved AAS program standard or a certificate which is the highest credential level awarded under an approved AAS program standard, must include a minimum of 12 semester hours credit derived from the subject/course core of the AAS program.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
SGD 111 – Introduction to Game Development	3	2	0	3
SGD 114 – 3D Modeling	3	2	0	3
SGD 161 – SG Animation	3	2	0	3
SGD 162 – SG 3D Animation	3	2	0	3
2. Required Subject Area(s) (if applicable)				
Core SHC Sub-Total				12

B. Concentration (if applicable)

Please refer to the curriculum standard for the list of courses that are required for the concentration.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
ART 266 Videography I	3	2	0	3
ART 267 Videography II	3	2	0	3
SGD 165 – SG Character Development	3	2	0	3
SGD 181 – Machinema	3	2	0	3
SGD 210 – 3D Data Capture	3	2	0	3
SGD 237 – Rigging 3D Models	3	2	0	3
2. Required Subject Area(s) (if applicable)				
Concentration SHC Sub-Total				18
Total Semester Hours Credit in Program				36

Division Information Technology
 Program Code D25450-D2
 Program Title Simulation and Game Development (A25450)
 Concentration Title Design
 Credential Diploma

Curriculum Description

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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I. GENERAL EDUCATION

Note: Degree programs must contain a minimum of 15 semester hours including at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural sciences/mathematics. Degree programs must contain a minimum of 6 semester hours of communications. Diploma programs must contain a minimum of 6 semester hours of general education; 3 semester hours must be in communications. General education is optional in certificate programs.

1. Required Courses

2. Required Subject Area

Course Number/Title	Class	Lab	Clinic/Exp	Credits
Choose one:				
COM 110 Introduction to Communication	3	0	0	3
Or				
COM 120 Introduction to Communication	3	0	0	3
Or				
COM 231 Introduction to Communication	3	0	0	3
ENG 111 Expository Writing	3	0	0	3
General Education	<i>General Education SHC Sub-Total</i>			6

II. MAJOR HOURS

The "Major Hours" category includes the core, the concentration (if applicable) and "other major" hours. Work experience, including cooperative education, practicums, and internships, may be included in a degree program up to a maximum of 8 semester hours; in a diploma program up to a maximum of 4 semester hours; and in a certificate program up to a maximum of 2 semester hours.

A. Core

Please refer to the curriculum standard for the list of courses that are required for the core. A diploma program offered under an approved AAS program standard or a certificate which is the highest credential level awarded under an approved AAS program standard, must include a minimum of 12 semester hours credit derived from the subject/course core of the AAS program.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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1. Required Courses

SGD 111 – Introduction to Game Development	3	2	0	3
SGD 112 – Game Design	3	2	0	3
SGD 212 – Game Design II	3	2	0	3
SGD165 – SG Character Development	3	2	0	3

2. Required Subject Area(s) (if applicable)

Core SHC Sub-Total 12

B. Concentration (if applicable)

Please refer to the curriculum standard for the list of courses that are required for the concentration.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
ART 131 Drawing I	3	2	0	3
DES 115 - Color Theory	3	2	0	3
ARC 250 Survey of Architecture	3	2	0	3
SGD174 – SG Level Design I	3	2	0	3
SGD232 – Survey of Game Engines	3	2	0	3
SGD274 – SG Level Design II	3	2	0	3

2. Required Subject Area(s) (if applicable)

Concentration SHC Sub-Total 18

Total Semester Hours Credit in Program 36

Division Information Technology
 Program Code D25450-D3
 Program Title Simulation and Game Development (A25450)
 Concentration Title Modeling
 Credential Diploma

Curriculum Description

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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I. GENERAL EDUCATION

Note: Degree programs must contain a minimum of 15 semester hours including at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural sciences/mathematics. Degree programs must contain a minimum of 6 semester hours of communications. Diploma programs must contain a minimum of 6 semester hours of general education; 3 semester hours must be in communications. General education is optional in certificate programs.

1. Required Courses

2. Required Subject Area

Course Number/Title	Class	Lab	Clinic/Exp	Credits
Choose one:				
COM 110 Introduction to Communication	3	0	0	3
Or				
COM 120 Introduction to Communication	3	0	0	3
Or				
COM 231 Introduction to Communication	3	0	0	3
ENG 111 Expository Writing	3	0	0	3
General Education	<i>General Education SHC Sub-Total</i>			6

II. MAJOR HOURS

The "Major Hours" category includes the core, the concentration (if applicable) and "other major" hours. Work experience, including cooperative education, practicums, and internships, may be included in a degree program up to a maximum of 8 semester hours; in a diploma program up to a maximum of 4 semester hours; and in a certificate program up to a maximum of 2 semester hours.

A. Core

Please refer to the curriculum standard for the list of courses that are required for the core. A diploma program offered under an approved AAS program standard or a certificate which is the highest credential level awarded under an approved AAS program standard, must include a minimum of 12 semester hours credit derived from the subject/course core of the AAS program.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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1. Required Courses

SGD 111 – Introduction to Game Development	3	2	0	3
SGD 114 – 3D Modeling	3	2	0	3
SGD 214 –3D Modeling II	3	2	0	3
SGD 244 – 3D Modeling III	3	2	0	3

2. Required Subject Area(s) (if applicable)

Core SHC Sub-Total 12

B. Concentration (if applicable)

Please refer to the curriculum standard for the list of courses that are required for the concentration.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
ART 283 - Ceramics I	3	2	0	3
ART 284 - Ceramics II	3	2	0	3
SGD 116 – Graphic Design Tools	3	2	0	3
SGD 117 – Art for Games	3	2	0	3
SGD 173 – Lighting/Shading Algorithms	3	2	0	3
SGD 237 – Rigging 3D Models	3	2	0	3

2. Required Subject Area(s) (if applicable)

Concentration SHC Sub-Total 18

Total Semester Hours Credit in Program 36

Division Information Technology
 Program Code D25450-D4
 Program Title Simulation and Game Development (A25450)
 Concentration Title Programming
 Credential Diploma

Curriculum Description

Course Number/Title	Class	Lab	Clinic/Exp	Credits
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I. GENERAL EDUCATION

Note: Degree programs must contain a minimum of 15 semester hours including at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural sciences/mathematics. Degree programs must contain a minimum of 6 semester hours of communications. Diploma programs must contain a minimum of 6 semester hours of general education; 3 semester hours must be in communications. General education is optional in certificate programs.

1. Required Courses

2. Required Subject Area

Course Number/Title	Class	Lab	Clinic/Exp	Credits
Choose one:				
COM 110 Introduction to Communication	3	0	0	3
Or				
COM 120 Introduction to Communication	3	0	0	3
Or				
COM 231 Introduction to Communication	3	0	0	3
ENG 111 Expository Writing	3	0	0	3
General Education	<i>General Education SHC Sub-Total</i>			6

II. MAJOR HOURS

The "Major Hours" category includes the core, the concentration (if applicable) and "other major" hours. Work experience, including cooperative education, practicums, and internships, may be included in a degree program up to a maximum of 8 semester hours; in a diploma program up to a maximum of 4 semester hours; and in a certificate program up to a maximum of 2 semester hours.

A. Core

Please refer to the curriculum standard for the list of courses that are required for the core. A diploma program offered under an approved AAS program standard or a certificate which is the highest credential level awarded under an approved AAS program standard, must include a minimum of 12 semester hours credit derived from the subject/course core of the AAS program.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
SGD 111 – Introduction to Game Development	3	2	0	3
SGD 113 – SGD Programming	3	2	0	3
SGD 171 – Flash SG Programming	3	2	0	3
SGD 213 – SGD Programming II	3	2	0	3

2. Required Subject Area(s) (if applicable)

Core SHC Sub-Total 12

B. Concentration (if applicable)

Please refer to the curriculum standard for the list of courses that are required for the concentration.

Course Number/Title	Class	Lab	Clinic/Exp	Credits
1. Required Courses				
CSC153 – C# Programming	3	2	0	3
SGD 124 – MMO Programming	3	2	0	3
SGD 126 – SG Engine Design	3	2	0	3
SGD 170 – Handheld SG Programming	3	2	0	3
SGD 271 – Adv. Flash Programming	3	2	0	3
SGD 123, Windows/Console Programming	3	2	0	3

2. Required Subject Area(s) (if applicable)

Concentration SHC Sub-Total 18

Total Semester Hours Credit in Program 36