



Career and College Promise

Simulation and Game Development Diploma (D25450-21)

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.

Pathway: Simulation and Game Development Diploma

Course Code	Course Name	Credit Hours
ENG-111*	Expository Writing	3.0
COM-110*	Introduction to Communications	3.0
SGD-111	Introduction to SGD	3.0
SGD-112	SGD Design	3.0
SGD-114	3-D Modeling	3.0
SGD-212	SGD Design II	3.0
SGD-113	SGD Programming	3.0
SGD-213	SGD Programming II	3.0
SGD-214	3-D Modeling II	3.0
SGD-232	Survey of Game Engines	3.0
SGD-168	Mobile SG Programming	3.0
SGD-268	Mobile SG Programming II	3.0
	Total Credit Hours	36.0

Eligibility Requirements

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 or his/her designee; and
- c. Meet the testing requirements for the career pathway. This pathway requires test scores for Reading/English for the classes above marked with an *. You can locate those minimum scores at:

<http://www.cpcc.edu/hsprograms/criteria/college-readiness-test-scores>