

Simulation and Game Development Certificate (C25450-21) | 12 Total Credits

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. To see how this connects with the full degree, view the course sequence [here](#).

Prefix/Course	Credits	Pre-Req	Semester Offered	Transfer
SGD 111 – Introduction to Game Development	3	None	Fall/Spring/Summer	
SGD 112 – SGD Design	3	None	Fall/Spring/Summer	
SGD 113 – SGD Programming	3	None	Fall/Spring/Summer	
SGD 114 – 3D Modeling	3	None	Fall/Spring/Summer	

Total Pathway Credit hours: 12

Eligibility Requirements

To be eligible for enrollment, a high school student must meet the following criteria:

- Be a high school junior or senior
- Have an unweighted GPA of 2.8 or greater or Benchmark test scores or have the recommendation of the high school principal or his/her designee

Note: This pathway is an option for some high school freshmen and sophomores, however; different eligibility criteria apply. Please view this on our [website](#) under the eligibility criteria for Career and Technical Pathways.

Learn more [HERE](#).