

Simulation and Game Development (A25450) A.A.S. Degree

PROGRAM PLANNING GUIDE

Date Revised: March 2008

Replaces Curriculum Schedule With Revision Date: April 2007

Curriculum By Semester					
Course No.		Course Title	Hours Per Week		
			Class	Lab	Credits
FIRST FALL SEMESTER					
ACA	111	College Student Success	1	0	1
ENG	111	Expository Writing	3	0	3
—	—	History Elective	3	0	3
—	—	Math Elective	-	-	3
SGD	111	Introduction to SGD	2	3	3
SGD	112	SGD Design	2	3	3
FIRST SPRING SEMESTER					
—	—	Science Elective	-	-	3
SGD	113	SGD Programming	2	3	3
SGD	114	3D Modeling	2	3	3
SGD	163	SG Documentation	2	3	3
SGD	212	SGD Design II	2	3	3
FIRST SUMMER TERM					
—	—	Humanities Elective	-	-	3
PSY	150	General Psychology	3	0	3
SGD	158	SGD Business Management	3	0	3
SECOND FALL SEMESTER					
DRA	126	Storytelling	3	0	3
SGD	174	SG Level Design	2	3	3
SGD	213	SGD Programming II	2	3	3
SGD	214	3D Modeling II	2	3	3
—	—	Major Elective I	-	-	2
SECOND SPRING SEMESTER					
ENG	113	Literature-Based Research	3	0	3
SGD	162	SG 3D Animation	2	3	3
SGD	167	SG Ethics	3	0	3
SGD	285	SG Software Engineering	2	3	3
—	—	Elective II	-	-	2
SECOND SUMMER TERM					
SGD	289	SGD Project	2	3	3
—	—	Major Elective III	-	-	3

GRADUATION REQUIREMENT:**74 Credit Hours**

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Major Electives

MAJOR ELECTIVE 1

(Select 2.0 hours from the following courses)

CTS	118	IS Professional Comm.	2	0	2
GRD	121	Drawing Fundamentals I	1	3	2
SGD	122	SG Database Programming	2	3	3
SGD	159	SGD Production Management	3	0	3
SGD	165	SG Character Development	2	3	3
SGD	164	SG Audio/Video	2	3	3
SGD	171	Flash SG Programming	2	3	3
SGD	192	SG Special Topics	1	2	2

MAJOR ELECTIVE II

(Select 2.0 hours from the following courses)

COE	113	Co-op Work Experience I*	0	30	3
CTS	287	Emerging Technologies	3	0	3
SGD	124	MMO Programming	2	3	3
SGD	125	SG Artificial Intelligence	2	3	3
SGD	166	SG Physiology/Kinesis	3	0	3
SGD	169	Linux SG Programming	2	3	3
SGD	170	Handheld SG Programming	2	3	3
SGD	172	Virtual SG Environments	2	3	3
SGD	193	SG Special Topics	0	6	3
SGD	274	SG Level Design II	2	3	3
WEB	287	Web E-Portfolio	1	2	2

MAJOR ELECTIVE III

(Select 3.0 hours from the following courses)

SGD	123	Windows/Console Prog	2	3	3
SGD	126	SG Engine Design	2	3	3
SGD	161	SG Animation	2	3	3
SGD	168	Wireless SG Programming	2	3	3
SGD	173	Lighting/Shading Algori	2	3	3
SGD	293	SG Special Topics	0	6	3

**Cooperative education is an elective. Students must have approval from the dean and pre register with the Co-op Office. The co-op work period may be taken over two semesters as COE-112 and COE-121 or over three semesters as COE-111, COE-121, and COE-131.*

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(Select 3.0 hours from the following courses)

MAT	121	Algebra/Trigonometry I	2	2	3
MAT	161	College Algebra	3	0	3
MAT	161A	College Algebra Lab	0	2	1
MAT	171	Precalculus Algebra	3	0	3
MAT	171A	Precalculus Algebra Lab	0	2	1

SCIENCE ELECTIVE

(Select 3.0 hours from the following courses)

PHY	110	Conceptual Physics	3	0	3
PHY	110A	Conceptual Physics Lab	0	2	1
PHY	131	Physics-Mechanics	3	2	4
PHY	151	College Physics I	3	2	4
BIO	168	Anatomy and Physiology I	3	3	4

HISTORY ELECTIVE

(Select 3.0 hours from the following courses)

HIS	111	World Civilizations I	3	0	3
HIS	121	Western Civilization I	3	0	3

HUMANITY ELECTIVE

(Select 3.0 hours from the following courses)

ART	113	Art Methods and Materials	2	2	3
ART	121	Design I	0	6	3
ART	281	Sculpture I	0	6	3
HUM	110	Technology and Society	3	0	3
HUM	115	Critical Thinking	3	0	3
HUM	120	Cultural Studies	3	0	3
HUM	130	Myth in Human Culture	3	0	3
HUM	140	History of Architecture	3	0	3
HUM	160	Introduction to Film	2	2	3
HUM	230	Leadership Development	3	0	3
MUS	111	Fundamentals of Music	3	0	3