

	CAREER ENHANCEMENT CERTIFICATE VIDEO GAME DESIGN	2021 Catalog Effective Summer 2020
	<i>The catalog in force is assigned to students based on the academic year they first applied to the college, and changes only when students change their major or request the change in writing. Refer to Policy No. 3357:15-13-28.</i>	5256

Business and Information Technology Division

Computer Science and Information Systems Department

Course Number	Course Title	Credits	Pre- and Co-Requisites	Completed Sem./Year
CSE122	Programming Logic and Problem Solving [^]	3	(IDS102 or Proficiency) and (ITD100 or Proficiency)	
SGE121	Game Design [^]	3	IDS102 or Proficiency	
SGE223	2D Game Design and Development ▲	3	CSE122 and SGE121	
SGE224	Game Programming I ▲	3	CSE122	
	TOTAL CREDIT HOURS	12		

STUDENT ADVISING NOTES

Academic Advising

Students should make an appointment to see their advisor before registering for classes each semester. They should have prepared a completed registration form, including courses they wish to take, prior to this meeting.

First Semester

CSE122	Programming Logic and Problem Solving [^]	3	(IDS102 or Proficiency) and (ITD100 or Proficiency)
SGE121	Game Design [^]	<u>3</u>	IDS102 or Proficiency
		6	

Second Semester

SGE224	Game Programming I ▲	3	CSE122
SGE223	2D Game Design and Development ▲	<u>3</u>	CSE122 and SGE121
		6	
	TOTAL CREDITS	12	

[^]Based upon SSC placement score

▲Course offerings vary by semester. Please see your academic advisor for availability.