CAREER ENHANCEMENT CERTIFICATE

VIDEO GAME DESIGN

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.

2024-25 Catalog

Effective Summer 2024

5256

Business, Engineering, and Information Technologies 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

<u>Academic Advising</u>
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.

<u>First Semester</u>		<u>Credit Hours</u>	<u>Pre- and Co-requisites</u>
CSE122	Programming Logic and Problem Solving^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)
SGE121	Game Design^▲-	<u>3</u>	IDS102 or Proficiency
		6	
<u>Second Semester</u>			
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
▲+ Spring only courses. Please see your academic advisor for availability.
▲- Fall only courses. Please see your academic advisor for availability.

The classes in this certificate also apply toward the completion of a Computer Science & Engineering – Video Game Design and Development Major (5253).