## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**SGD BASICS CERTIFICATE (C25450C1)**

Effective: Fall 2024

Revised: 01/31/24

Students learn the basics of simulation and game development. They are introduced to programming, 3D modeling, and game design. They are introduced to the history of game development as well as possible jobs in the industry.

Length: 1 Semester

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Certificate

### FALL SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD111 | Introduction to SGD | 2 | 3 | 0 | 3 |
| SGD112 | SGD Design I | 2 | 3 | 0 | 3 |
| SGD113 | SGD Programming I | 2 | 3 | 0 | 3 |
| SGD114 | SGD 3D Modeling I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **8** | **12** | **0** | **12** |

**TOTAL REQUIRED CREDITS.... 12**

**Work-Based Learning Option:** NA