## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**SG PROGRAMMING CERTIFICATE (C25450C3)**

Effective: Fall 2024

Revised: 01/31/24

Students learn the basics of simulation programming. They are taught the principles of script languages, databases, and object-oriented programming. They are also introduced to Mobile or PC Game App programming.

Length: 3 Semesters

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Certificate

### FALL SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD113 | SGD Programming I | 2 | 3 | 0 | 3 |
| SGD163 | SGD Documentation | 2 | 3 | 0 | 3 |
| SGD174 | SGD Level Design I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **6** | **9** | **0** | **9** |

### SPRING SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD125 | SG Artificial Intellig | 2 | 3 | 0 | 3 |
| SGD168 | SGD Mobile SG Programming I | 2  | 3 | 0 | 3 |
| SGD213 | SGD Programming II | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **6** | **9** | **0** | **9** |

**TOTAL REQUIRED CREDITS.... 18**

**Work-Based Learning Option:** NA