## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**SG DESIGN FUNDAMENTALS CERTIFICATE (C25450C4)**

Effective: Fall 2024

Revised: 01/31/24

Students learn simulation design principles and techniques. They are taught level design, audio design, and video design. They are introduced to level indicators and game engines.

Length: 2 Semesters

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 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **4** | **6** | **0** | **6** |

### SPRING SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD165 | SGD Character Development | 2 | 3 | 0 | 3 |
| SGD174 | SGD Level Design I | 2 | 3 | 0 | 3 |
| SGD212 | SGD Design II | 2 | 3 | 0 | 3 |
| SGD274 | SGD Level Design II | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **8** | **12** | **0** | **12** |

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

**Work-Based Learning Option:** NA