## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**SGD BASICS CERTIFICATE (C25450H1)**

Effective: Fall 2022

Revised: 12/21/21

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

Length: 2 Semesters

Prerequisite: 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** |
| SGD113 | SGD Programming I | 2 | 3 | 0 | 3 |
| SGD114 | SGD 3D Modeling I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **4** | **6** | **0** | **6** |

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

**Work-Based Learning Option:** NA