**FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE**

**SIMULATION AND GAME DEVELOPMENT/**

**GAME AND INTERACTIVE PROGRAMMER (A25450P)**

Effective: Fall 2024

Revised: 01/31/24

Length: 5 Semesters

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Associate in Applied Science

**FALL SEMESTER 1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Work Exp.** | **Credit** |
| ACA120 | Career Assessment | 1 | 0 | 0 | 1 |
| or |  |  |  |  |  |
| ACA122 | College Transfer Success | 0 | 2 | 0 | 1 |
| ENG110 | Freshman Composition | 3 | 0 | 0 | 3 |
| or |  |  |  |  |  |
| ENG111 | Writing and Inquiry | 3 | 0 | 0 | 3 |
| 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** | **11** | **12** | **0** | **16** |

**SPRING SEMESTER 1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Work Exp.** | **Credit** |
| SGD116 | SGD Graphic Design Tools | 2 | 3 | 0 | 3 |
| SGD125 | SG Artificial Intellig | 2 | 3 | 0 | 3 |
| SGD174 | SGD Level Design I | 2 | 3 | 0 | 3 |
|  | Major Elective | 2 | 3 | 0 | 3 |
|  | Math Elective | 2 | 2 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **10** | **14** | **0** | **15** |

**SUMMER SEMESTER 1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Work Exp.** | **Credit** |
| COM120 | Intro Interpersonal Com | 3 | 0 | 0 | 3 |
| or |  |  |  |  |  |
| COM231 | Public Speaking | 3 | 0 | 0 | 3 |
| SGD158 | SGD Business Management | 3 | 0 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **6** | **0** | **0** | **6** |

**FALL SEMESTER 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Work Exp.** | **Credit** |
| SGD163 | SGD Documentation | 2 | 3 | 0 | 3 |
| SGD212 | SGD Design II | 2 | 3 | 0 | 3 |
| SGD213 | SGD Programming II | 2 | 3 | 0 | 3 |
| SGD274 | SGD Level Design II | 2 | 3 | 0 | 3 |
|  | Humanities/Fine Arts Elective | 3 | 0 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **11** | **12** | **0** | **15** |

**SPRING SEMESTER 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Work Exp.** | **Credit** |
| SGD288 | SGD Portfolio Design | 1 | 2 | 0 | 2 |
| SGD289 | SGD Project  | 2 | 3 | 0 | 3 |
|  | Major Elective | 4 | 6 | 0 | 6 |
|  | Social/Behavioral Science Elective | 3 | 0 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **10** | **11** | **0** | **14** |

**TOTAL REQUIRED CREDITS.... 66**

**Work-Based Learning Option**: Qualified students may elect to take up to three (3) credit hours of Work-Based Learning in lieu

of a Major elective provided they acquire approval from the Work-Based Learning Coordinator and the Department

Chairperson. See your advisor for assistance in selecting courses.

\*Note: Students may not take an introductory foreign language to fulfill the Humanities/Fine Arts requirement.

**Note:** The acceptance of transfer credit is ultimately up to the receiving institution. Where choices are available it is best to contact the institution you plan to attend to maximize your selection. See your advisor for assistance in selecting courses.