Awards

Associate Degree: Simulation & Game Development/3D Game Artist (A25450A)
Length of Program: 5 Semesters
Prerequisite: High School Diploma, Placement Test Equivalent

Associate Degree: Simulation & Game Development/Game & Interactive Programmer (A25450P)
Length of Program: 5 Semesters
Prerequisite: High School Diploma, Placement Test Equivalent

Diploma: Not Applicable
Length of Program:
Prerequisite:

Certificate: SGD Basics Certificate (C25450C1)
Length of Program: 1 Semester
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: Interactive 3D Certificate (C25450C2)
Length of Program: 3 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: SG Programming Certificate (C25450C3)
Length of Program: 3 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: SG Design Fundamentals Certificate (C25450C4)
Length of Program: 2 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: 3D Printing Certificate (C25450C5)
Length of Program: 3 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: 3D Animation Certificate (C25450C6)
Length of Program: 3 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: Concept Art Certificate (C25450C7)
Length of Program: 3 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: SGD Basics Certificate (C25450H1)
Length of Program: 2 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Certificate: 3D Animation Certificate (C25450H2)
Length of Program: 2 Semesters
Prerequisite: High School Diploma, Placement Test Eqivalent

Other Important Information

Application Deadlines: The program only admits students in the fall semester. A student may enter at other times with approval of the Department Chairperson.

Scholarship/Title IV Financial Aid/VA Services: Scholarships/Title IV Financial Aid/Veteran's assistance may be available for associate degrees. Certificates and diplomas that fall under this program/area of study **may or may not be eligible** for Scholarship/Title IV Financial Aid/VA Services. Please contact the Financial Aid Office, Student Center, Room 2; Telephone (910) 678-8242. Veterans Services, General Classroom Building, Room 202, (910) 678-8580.

Program Information Contact

Curriculum Chairperson
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FTCC

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SIMULATION & GAME DEVELOPMENT/ GAME & INTERACTIVE PROGRAMMER

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Fayetteville Technical Community College

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Fayetteville, NC 28303

An Equal Opportunity Employer

PROGRAM FACT SHEET
SIMULATION & GAME DEVELOPMENT/ GAME & INTERACTIVE PROGRAMMER (A25450AP)

The Simulation and Game Development Curriculum provides a broad background in simulation and game development with practical applications in creative arts, visual arts, audio/video technology, creating writing, modeling, design, programming and management.

Students will receive hands-on training in design, 3D modeling, software engineering, database administration and programming for the purpose of creating simulations and games.

Graduates should qualify for employment as designers, artists, animators, programmers, database administrators, testers, quality assurance analysts, engineers and administrators in the entertainment industry, health care industry, engineering, forensics, education, NASA and government agencies.

FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE
SIMULATION AND GAME DEVELOPMENT/GAME & INTERACTIVE PROGRAMMER (A25450P)
Effective: Fall 2023
Revised: 12/05/22

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
ACA	120	Career Assessment	1	0	0	1
or						
ACA	122	College Transfer Success	0	2	0	1
ENG	110	Freshman Composition	3	0	0	3
or						
ENG	111	Writing and Inquiry	3	0	0	3
SGD	111	Introduction to SGD	2	3	0	3
SGD	112	SGD Design I	2	3	0	3
SGD	113	SGD Programming I	2	3	0	3
SGD	114	SGD 3D Modeling I	2	3	0	3
		TOTALS	**11**	**12**	**0**	**16**

SPRING SEMESTER 1

Prefix	No.	Title	Class	Lab	Work Exp.	Credit
SGD	116	SGD Graphic Design Tools	2	2	0	3
SGD	168	SGD Mobile Programming I	2	3	0	3
SGD	174	SGD Level Design I	2	3	0	3
SGD	180	SGD HTML Programming I	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
COM	120	Intro Interpersonal Com	3	0	0	3
or						
COM	231	Public Speaking	3	0	0	3
SGD	158	SGD Business Management	3	0	0	3
		TOTALS	**6**	**0**	**0**	**6**

FALL SEMESTER 2

Prefix	No.	Title	Class	Lab	Work Exp.	Credit
SGD	163	SGD Documentation	2	3	0	3
SGD	212	SGD Design II	2	3	0	3
SGD	213	SGD Programming II				
SGD	274	SGD Level Design II	2	3	0	3
		Humanities/Fine Arts Elec	3	0	0	3
		TOTALS	**11**	**12**	**0**	**15**

SPRING SEMESTER 2

Prefix	No.	Title	Class	Lab	Work Exp.	Credit
SGD	288	SGD Portfolio Design	1	2	0	2
SGD	289	SGD Project	2	3	0	3
		Major Elective	4	6	0	6
		Social/Behav Sci 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 Co-op/Work Based Learning Coordinator and the Department Chairperson.

*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.