

CIT, SIMULATION AND GAME DESIGN, LEVEL 2 CERTIFICATE



Plan of Study

5IT-SGD

First Term		Credits
GAME 1303	Introduction to Game Design and Development	3
ITSC 1319	Internet/Web Page Development	3
ITSE 1329	Programming Logic and Design	3
ITSE 1307 or ARTV 1345	Introduction to C++ Programming or 3-D Modeling and Rendering	3
Credits		12
Second Term		
GAME 2332	Project Development I	3
IMED 1341	Interface Design with Photoshop	3
GAME 1304	Level Design	3
ITSE 1359	Introduction to Scripting Languages	3
ITSE 2331 or ARTV 1341	Advanced C++ Programming or 3-D Animation I	3
Credits		15
Third Term		
ITSE 2313 or ITSE 2317	Web Authoring or Java Programming	3
ITSE 1333	Mobile Applications Development	3
GAME 2341	Game Scripting	3
Credits		9
Fourth Term		
GAME 2359	Game & Simulation Group Project	3
INEW 2340	Object-Oriented Design - Game Design	3
GAME 1343 or ARTV 2351	Game and Simulation Programming I or 3-D Animation II	3
Credits		9
Total Credits		45

Capstone Experience: GAME 2359 Game & Simulation Group Project