

Proposed

**CERTIFICATE: INTERACTIVE GAME TECHNOLOGY AND SIMULATION
(Suggested Occupational Plan)
FIRST SEMESTER**

FIRST SEMESTER	Lec	Lab	Sem Hrs.	Clock Hours
COSC 1301 Introduction to Computing OR				
ITSC 1301. Introduction to Computers.....	3	1	3	64
COSC 1309. Logic Design.....	2	3	3	80
GAME 1304. Level Design.....	2	4	3	96
IMED 1301. Introduction to Digital Media	2	4	3	96
SECOND SEMESTER				
ARTV 1345. 3-D Modeling and Rendering I.....	2	3	3	80
GAME 1406. Design and Creation of Games.....	3	3	4	96
COSC 1436. Programming Fundamentals I OR				
ITSE 1402. Computer Programming.....	3	3	4	96
GAME or Simulation Elective*.....	2-3	3-4	3-4	96
THIRD SEMESTER				
ENGL 1301. Composition I.....	3	1	3	48
GAME or Simulation Elective*.....	2-3	3-4	3-4	96
GAME 2459. Game/Simulation Group Project (Capstone).....	3	3	4	96
Total Semester Hours for Certificate			36-38	

* Select one from the following: GAME 1494, GAME 2341, GAME 2402; GAME 2433; RBTC 1305; COSC 2430; IMED 1491; ARTV 1351; or a programming course approved by the CSE/AT department chair.