COMPUTER GAMING AND SIMULATION CERTIFICATE (R): 232A

Total Credits: 29-32
Catalog Editions 18-19 through 19-20

Name: _____ **Date:** _____ **ID #:** _____

CERTIFICATE REQUIREMENTS	Course	Hours	Grade
	GD 140/ **GDES 140**	4	
	GD 240/ **GDES 240**	4	
	CA 190/CMAP 190/ **TECH 190**	4	
	CA 272/CMAP 272/ **TECH 272**	4	
	CMAP 290/**TECH 290**	4	
	TECH 295	4	
PROGRAMMING COURSE ‡			
PROGRAM ELECTIVE ‡‡			

Overall GPA of 2.0 is required to graduate

Total Credits: _____

‡ *Choose one courses from:*
*GDES 140/**TECH 225**, CA 276/CMAP 276/**TECH 276**, CS 100/**CMSC 100**,*
*CS 140/**CMSC 140**, (or other TECH or CMSC programming class)*

‡‡ *Choose one courses from:*

*AR 101/**ARTT 100**, AR 103/**ARTT 102**, CS 100/**CMSC 100 or higher**, EN 101/**ENGL 101**,*
*AR 116/GD 116/**GDES 116**, GD 121/**GDES 121**, GD 134/**GDES 134**, GD 216/**GDES 216**,*
*GD 242/**GDES 242**, GD 285/**GDES 285**, CA 225/CMAP 225/**TECH 225**,*
*CA 273/CMAP 273/**TECH 273**, CA 276/CMAP 276/**TECH 276**, CA 277CMAP 277/**TECH 277**,*
*CA 282/CMAP 282/**TECH 282**, or TR 110/**TVRA 140**, CS 100/**CMSC 100**,*
*CS 140/**CMSC 140** or other TECH or CMSC course.*

Computer gaming and simulation is part of a rapidly growing and exciting new industry. Gaming is not only the fastest growing segment of the technology industry but also the fastest growing segment of the entertainment industry. Gaming is not just about entertainment - game technology is increasingly being applied in a variety of settings, from medical and corporate training to advocacy, advertising, and emergency response simulation. This interdepartmental certificate presents students with an introduction to the skills needed to explore the emerging technology area of game and simulation development. Completion of this degree will expose students to core game development skills and theory, introduce gaming and computer simulation technology applications, and provide an introduction to computer graphics technology. Electives allow students an opportunity to further explore their particular area of interest, such as programming, 3D modeling, mobile games, and other topics.

See an advisor to submit an Application for Graduation the semester BEFORE you intend to graduate.