Simulation and Game Development (SGD)

SGD 111. Introduction to Simulation and Game Development. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course provides students with an introduction to simulation and game development. Topics include setting, storytelling, narrative, character design, interface design, game play, internal economy, core mechanics, game genres, AI, the psychology of game design and professionalism. Upon completion, students should be able to demonstrate knowledge of the major aspects of simulation and game design and development.

SGD 112. SGD Design I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the fundamentals of simulation and game design. Topics include industry standards and design elements for simulation and games. Upon completion, students should be able to design simple simulations and/or games.

SGD 113. SGD Programming I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the fundamentals of programming languages and tools employed in simulation and game development. Emphasis is placed on programming concepts used to create simulations and games. Upon completion, students should be able to program simple games and/or simulations.

SGD 114. SGD 3D Modeling I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the tools required to create three-dimensional (3D) models. Emphasis is placed on exploring tools used to create 3D models. Upon completion, students should be able to create and animate 3D models using 3D modeling tools.

SGD 115. Physically-Based Modeling. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-2.0. Work-0.0
This course introduces fundamental physical concepts as applied to the simulation and game design fields. Topics include hands-on programming of vectors, matrices, graphical analyses, forces, laws of motion, work, energy, momentum, properties of matter, and problem-solving methods. Upon completion, students should be able to demonstrate an understanding of the principles studied as applied to the simulation and game design fields.
Prerequisites: Take One: MAT 121 or MAT 171

SGD 117. Art for Games. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces students to the basic principles of art and how they apply to simulations and games. Emphasis is placed on learning to develop industry quality concept art for characters and other assets, as well as techniques needed to create such art. Upon completion, students should be able to create their own industry standard concept art for use in SGD projects.

SGD 122. Simulation and Game Database Programming. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers the creation and application of databases for simulation and game development. Emphasis is placed on various database and software development kits. Upon completion, students should be able to apply their knowledge of databases to the creation of simulations and games.

SGD 123. Windows and Console Programming. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the concepts of Windows and Console Programming. Emphasis is placed on learning MS Windows, the operating systems of various consoles and programming techniques. Upon completion, students should be able to demonstrate an understanding of Windows and of various consoles' operating systems.
Prerequisites: Take SGD 113

SGD 124. Massive Multiplayer Online Programming. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the concepts of Massive On-line Programming for simulations and games. Emphasis is on learning Massive Multiplayer On-line simulation and game programming techniques. Upon completion, students should be able to create Massive Multiplayer On-line simulation or game.

SGD 125. Simulation and Game Artificial Intelligence. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the artificial intelligence concepts related to simulation and game development. Emphasis is placed on expert systems. Upon completion, students should be able to describe the basic concepts and procedures related to the development of artificial intelligence systems used in simulation and games.

SGD 126. Simulation and Game Engine Design. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the techniques needed to design and create a simulation/game engine. Emphasis is placed on learning core techniques used to design and create simulation and/or game engines. Upon completion, students should be able to design and create a simulation or game engine.

SGD 134. SGD Quality Assurance. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-2.0. Work-0.0
This course provides an introduction to software quality assurance as it relates to simulation and game development. Emphasis is placed on designing testing tools, bug databases, and on learning methodologies required for systematic, detail-oriented testing procedures for the simulation and game industry. Upon completion, students should be able to demonstrate the proper skills to obtain a job as a quality assurance tester in the simulation/game industry.

SGD 135. Serious Games. 3.0 Credits. Class-3.0. Clinical-0.0. Lab-0.0. Work-0.0
This course provides students with an overview of serious games and their applications in immersive learning and education. Emphasis is placed on developing games for education, corporate training, and medical/military simulations. Upon completion, students should be able to design their own serious games.

SGD 158. SGD Business Management. 3.0 Credits. Class-3.0. Clinical-0.0. Lab-0.0. Work-0.0
This course introduces the business side of the interactive game industry. Emphasis will be placed on licenses, serious games, psychological profiling, publisher/developer relations, and contract negotiation skills. Upon completion, students should be able to understand how a game evolves from concept to the customer.

SGD 159. SGD Production Management. 3.0 Credits. Class-3.0. Clinical-0.0. Lab-0.0. Work-0.0
This course introduces the techniques and methods used in interactive game production and how to manage a project. Emphasis is placed on scheduling, production plans, marketing and budgeting. Upon completion, students should be able to manage a team, track production, and understand the process of project management.

SGD 161. SGD 2D Animation. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the fundamental principles of animation used in simulation and game development. Emphasis is placed on historical survey of animation, aspects of the animation process and animation techniques. Upon completion, students should be able to produce character sketches, morph simple objects, create walk and run cycles and develop professional storyboards.

SGD 162. SGD 3D Animation I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the fundamental principles of 3D animation used in simulation and game development. Emphasis is placed on a historical survey of 3D animation, aspects of the 3D animation techniques. Upon completion, students should be able to produce 3D character sketches, morph simple objects, create walk and run cycles and develop professional storyboards.

SGD 164. SGD Audio/Video. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces various aspects of audio and video and their application in simulations and games. Topics include techniques for producing and editing audio and video for multiple digital mediums. Upon completion, students should be able to produce and edit audio and video for simulations and games.

SGD 165. SGD Character Development. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the concepts needed to create fictional personalities for use in digital videos, animations, simulations, and games. Topics include aspects of character, developing backgrounds, mannerisms, and voice. Upon completion, students should be able to develop characters and backgrounds for simulations and games.

SGD 168. SGD Mobile Programming I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the mobile simulation and game programming process. Topics include mobile simulation/game programming, performance tuning, animation, sound effects, music, and mobile networks. Upon completion, students should be able to apply simulation/game programming concepts to the creation of mobile simulations and games.

SGD 171. Flash Simulation and Game Programming. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the Flash programming environment for use in simulation and game development. Topics include timeline effects, extensibility layers, alias text, globalization tools, ActionScript and lingo programming. Upon completion, students should be able to create a simple simulation or game using Flash.

SGD 172. SGD Virtual Environments. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers the use of virtual reality tools and techniques in simulation and game development. Emphasis is placed on acquiring the skills necessary to create scalable virtual characters and environments for use in simulations and games. Upon completion, students should be able to create a simple game or simulation in a virtual environment.

SGD 173. Lighting and Shading Algorithms. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the concepts of various lighting and shading algorithms for use in simulation and game development. Topics include various tools used to create light and shadows. Upon completion, students should be able to apply knowledge of various lighting and shading algorithms to the creation of simulation and games.
Prerequisites: Take SGD 214

SGD 174. SGD Level Design I. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the tools used to create levels for real-time simulation and games. Topics include level design, architecture theory, modeling for 3D engines, and texturing methods. Upon completion, students should be able to design simple levels using industry-standard tools.

SGD 181. Machinima. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers machinima techniques in the simulation and game industry. Emphasis is placed on developing movies and animations within industry-standard game engines for simulations and games. Upon completion, students should be able to demonstrate a basic understanding of in-game cinematic creation.

SGD 210. 3D Data Capture. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces students to the tools used to capture data in a 3D environment. Emphasis is placed on capturing data from motion capture and/or 3D scanning devices for use in 3D models and animations. Upon completion, students should be able to capture data from a 3D environment and import for use in 3D models, simulations, and animations.
Prerequisites: Take SGD 114

SGD 212. Simulation and Game Development Design II. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers the advanced principles of simulation and game design. Topics include advanced design concepts in simulation and game development. Upon completion, students should be able to design an advanced simulation or game.
Prerequisites: Take SGD 112

SGD 213. Simulation Game Development Programming II. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers advanced programming concepts used to create simulations and games. Emphasis is placed on acquiring advanced programming skills for use in creating simulations and games. Upon completion, students should be able to program an advanced simulation or game.
Prerequisites: Take One: SGD 113, CSC 134, CSC 151 or CSC 153

SGD 214. SGD 3D Modeling II. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the tools used to create and animate advanced 3-dimensional models. Emphasis is placed on identifying and utilizing the tools required to create and animate advanced 3D models. Upon completion, students should be able to create and animate advanced 3D models using 3D modeling tools.
Prerequisites: Take SGD 114

SGD 232. Survey of Game Engines. 3.0 Credits. Class-3.0. Clinical-0.0. Lab-0.0. Work-0.0
This course provides students with an overview of various types of game engines. Emphasis is placed on learning industry-standard game engines. Upon completion, students should be able to demonstrate a basic understanding of the different types of game engines.

SGD 237. Rigging 3D Models. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course covers the fundamentals of rigging 3D models for animation. Emphasis is placed on learning how to properly weight a model, rig it with a skeleton, and create fluid movement. Upon completion, students should be able to demonstrate the ability to properly rig 3D models.
Prerequisites: Take SGD 114
Corequisites: Take SGD 162

SGD 244. SGD 3D Modeling III. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course is designed to further a student's knowledge in creating visually compelling 3D models through the use of industry-standard software. Emphasis is placed on learning how to develop accurate textures and normal maps. Upon completion, students should be able to develop industry-caliber 3D models.
Prerequisites: Take SGD 214

SGD 268. SGD Mobile Programming II. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces advanced mobile simulation and game programming processes. Topics include advanced mobile simulation/ game platforms, performance tuning, animation, sound effects, music, and mobile networks. Upon completion, students should be able to apply advanced simulation/game programming concepts to the creation of mobile simulations and games.
Prerequisites: Take SGD 168

SGD 271. Advanced Flash Programming. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course is designed to expand students' previous knowledge of the Flash programming environment. Emphasis is placed on learning advanced Flash techniques for use in the simulation and game industry. Upon completion, students should be able to create industry-quality simulations or games using Flash.
Prerequisites: Take SGD 171

SGD 274. SGD Level Design II. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces the advanced tools used to create levels for real-time simulations and games. Topics include advanced-level guide and architecture theory, concepts related to "critical path" and "flow," game balancing, playtesting, and storytelling. Upon completion, students should be able to design complex levels using industry-standard tools.
Prerequisites: Take SGD 174

SGD 285. SGD Software Engineering. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course introduces object-oriented software engineering concepts related to simulation and game development. Topics include systematic approaches to the development, operation and maintenance of simulations and games. Upon completion, students should be able to apply software engineering techniques to the development of simulations and games.
Prerequisites: Take One: SGD 212, SGD 213, or SGD 214

SGD 289. Simulation and Game Development Project. 3.0 Credits. Class-2.0. Clinical-0.0. Lab-3.0. Work-0.0
This course provides students with the opportunity to create a functional simulation or game with minimal instructor support. Emphasis is placed upon verbal and written communication, skill documentation, professional presentation and user training. Upon completion, students should be able to create and professionally present a fully functional simulation or game.
Prerequisites: Take One: SGD 212, SGD 213, SGD 214, or SGD 285