RED ROCKS COMMUNITY COLLEGE

COMPUTER TECHNOLOGY

Game Development

Game Development Certificate

This area of emphasis prepares you for entry-level positions in the gaming industry. It also allows you to develop strong technical skills in programming, which permits transfer to a four-year university.

Certificate Prerequisite: Working knowledge of computers and computer basics.

Required Courses		Credits
CSC 119	Introduction to Programming	3
CSC 126	Game Design and Development	3
CSC 160	Computer Science I: C++	4
CSC 200	Game Programming I	3
CIS 240	Database Design and Development	3
Choose 1 of the following		**3**
CSC 228	Advanced 3D Game Development	
Faculty Advisor Approved Course		
	Total Credits:	**19**

Faculty Advisor: Candace Garrod | candace.garrod@rrcc.edu

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Game Development Certificate
Sample Course Sequencing Plans

Disclaimer: The contents of this sample represent the most current information available at the time of publication. However, during the period of time covered by this sample it is reasonable to expect changes to be made with respect to this information without prior notice. Students should regularly meet with the faculty advisor listed for the program.

Sample Course Sequencing Plan #1		Credits
Semester 1		
CSC 119	Fall - 7.5 Accelerated | Spring - 7.5 Accelerated	3
CSC 160	Fall - 7.5 Accelerated | Spring - 7.5 Accelerated	4
CSC 126	Fall | Spring	3
Semester 2		
CSC 200	Spring	3
CIS 240	Fall & Spring - 7.5 Accelerated | Fall & Spring - Online	3
Choose 1 of the following:		
CSC 228		3
CSC	Faculty - Approved Elective	3