IT – Computer Game Development
(CRT.ITGD) Certificate

Information Technology

You might also like:

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- Computer Technician – page 46
- Computer Troubleshooting – page 47
- Desktop Publishing Graphic Design – page 59
- Electronic Communication Technician – page 63
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The certificate in Computer Game Development trains students in all phases of the game development process. Coursework includes design, programming, 2D and 3D animation and art. The certificate allows for some flexibility to add other specialty classes as well.

Program requirements may change over time. Specific degree/graduation requirements are determined by the students' degree audit.

FIRST YEAR

First Semester			Hours
☐	CIS 156	Computer Logic	3
☐		IT Elective	2
☐	CIS 062	Computer Game Development	3
☐	CIS 063	3D Computer Animation †††	3
☐	ITT 053	Digital Media Arts †††	3
		SEMESTER TOTALS	**14**

Second Semester			
☐	CIS 162	Object Oriented Programming I * †††	3
☐	CIS 065	Advanced Game Development *	3
☐	CIS 069	Advanced Animation and Modeling *	3
☐		IT Elective ** *or*	
	ART ---	Art Elective **	3
☐	ITT 050	IT Game Development Cert Int	1
☐	ITT 066	Indie Game Development	3
		SEMESTER TOTALS	**16**
		TOTAL PROGRAM HOURS	**30**

* There are prerequisites, course requisites or minimum placement test scores for this course

** Electives must be approved by Program Coordinator

††† Course only offered spring semester

For more information regarding related occupations, graduation rates and program costs, go to www.lakelandcollege.edu, link to Academic Programs and select Gainful Employment Information.

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NOTES: