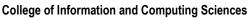


Republic of the Philippines MARINDUQUE STATE UNIVERSITY



Tanza, Boac, Marinduque



PROGRAM OF STUDY

Bachelor of Science in Entertainment and Multimedia Computing

per CHED Memorandum Order No. 2 series 2014
Approved per MarSU Board of Regent Resolution No. ___ series 2025
Effective First Semester Academic Year 20__-20__

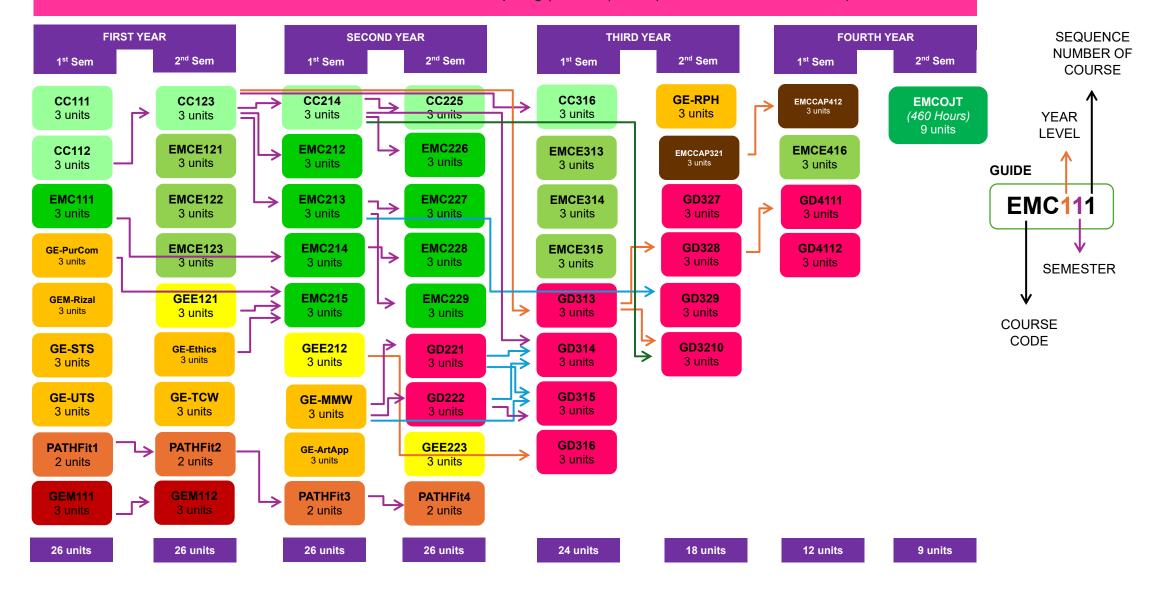
		FIRST \	reak					
		First Ser	nester					
		No. o	f Units	No	of	Total	No. of Hrs	
Course Code	Course Title	Lec	Lab	Lec	Lab	Lec	Lab	Prerequisite/s
CC111	Introduction to Computing	3	0	3	0	54	0	None
CC112	Computer Programming 1	2	1	2	3	36	54	None
EMC111	Freehand and Digital Drawing	2	1	2	3	36	54	None
GE-PurCom	Purposive Communication	3	0	3	0	54	0	None
GEM-Rizal	Life and Works of Rizal	3	0	3	0	54	0	None
GE-STS	Science, Technology and Society	3	0	3	0	54	0	None
GE-UTS	Understanding the Self	3	0	3	0	54	0	None
PATHFit1	Movement Competency Training	2	0	2	0	36	0	None
GEM111	National Service Training Program 1	3	0	3	0	0	0	None
		_						
	Tota	1 24	2	24	6	378	108	
		econd Se	emester	,				
		No. c	of Units	No	. of	Total No	o. of Hrs per	
Course Code	Course Title	Lec	Lab	Lec	Lab	Lec	Lab	Prerequisite/s
CC123	Computer Programming 2	2	1	2	3	36	54	CC112
EMCE121	Multimedia Arts Solutions	3	0	3	0	54	0	None
EMCE122	Systems Analysis and Design	2	1	2	3	36	54	None
EMCE123	Professional Issues in Computing	3	0	3	0	54	0	None
GEE121	Modern Communication and Technical Writing	3	0	3	0	54	0	None
GE-Ethics	Ethics	3	0	3	0	54	0	None
GE-TCW	The Contemporary World	3	0	3	0	54	0	None
PATHFit2	Exercise-based Fitness Activities	2	0	3	0	0	0	PATHFit1
GEM112	National Service Training Program 2	3	0	3	0	0	0	GEM111
JLIVI I IZ	Trational dervice Training Frogram 2	3	U	0	0	U	U	OLIVITI
	Tota	/ 24	2	25	6	342	108	
	700	/ 24		20		342	100	
		0 = 0 0 N I D						
		SECOND First Sar						
		First Ser	nester	No	of	Total No	o of Hrs ner	
Course Code	Course Title	First Ser	nester of Units	No Lec			o. of Hrs per	Prerequisite/s
Course Code	Course Title Data Structures and Algorithms	No. o	nester of Units Lab	Lec	Lab	Lec	Lab	Prerequisite/s
CC214	Data Structures and Algorithms	No. o	of Units Lab	Lec 2	Lab 3	Lec 36	Lab 54	CC123
CC214 EMC212	Data Structures and Algorithms Usability, HCI, and User Interaction Design	No. o	nester of Units Lab 1	Lec 2 2	Lab 3 3	Lec 36 36	Lab 54 54	CC123 CC123
CC214 EMC212 EMC213	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development	No. c Lec 2 2	nester of Units Lab 1 1 1	Lec 2 2 2	3 3 3	Lec 36 36 36	Lab 54 54 54	CC123 CC123 CC123
CC214 EMC212 EMC213	Data Structures and Algorithms Usability, HCI, and User Interaction Design	No. o	nester of Units Lab 1	Lec 2 2	Lab 3 3	Lec 36 36	Lab 54 54	CC123 CC123 CC123 EMC111
CC214 EMC212	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development	No. c Lec 2 2	nester of Units Lab 1 1 1	Lec 2 2 2	3 3 3	Lec 36 36 36	Lab 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom,
CC214 EMC212 EMC213 EMC214	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design	No. o Lec 2 2 2 2 2 2	nester of Units Lab 1 1 1 1 0	2 2 2 2 2 2	3 3 3 3 3	Lec 36 36 36 36 36 54	Lab 54 54 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics
CC214 EMC212 EMC213 EMC214 EMC215 GEE212	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics)	No. c Lec 2 2 2 2 3 3	nester of Units Lab 1 1 1 1 0	Lec 2 2 2 2 2 3 3 3	3 3 3 3 0	Lec 36 36 36 36 36 54	Lab 54 54 54 54 50 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World	No. c Lec 2 2 2 2 3 3 3 3	nester of Units Lab 1 1 1 1 0 0 0	Lec 2 2 2 2 2 3 3 3	Lab 3 3 3 3 0 0 0	Lec 36 36 36 36 36 54 54	Lab 54 54 54 54 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation	No. c No. c Lec 2 2 2 2 3 3 3 3 3	Nester Section Control Contr	Lec 2 2 2 2 3 3 3 3 3 3	Lab 3 3 3 0 0 0 0	Lec 36 36 36 36 36 54 54 54	Lab 54 54 54 54 0 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World	No. c Lec 2 2 2 2 3 3 3 3	nester of Units Lab 1 1 1 1 0 0 0	Lec 2 2 2 2 2 3 3 3	Lab 3 3 3 3 0 0 0	Lec 36 36 36 36 36 54 54	Lab 54 54 54 54 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None
EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports	No. c Lec 2 2 2 2 3 3 3 3 2	Nester Section Color C	Lec 2 2 2 2 3 3 3 3 2 2	Lab 3 3 3 0 0 0 0 0 0	Lec 36 36 36 36 36 54 54 54 54 54 36	Lab 54 54 54 54 0 0 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None
EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports	First Ser No. c Lec 2 2 2 3 3 3 3 1 2 // 22	Columbia	Lec 2 2 2 2 3 3 3 3 3 3	Lab 3 3 3 0 0 0 0	Lec 36 36 36 36 36 54 54 54	Lab 54 54 54 54 0 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None
EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports	No. c Lec 2 2 2 2 3 3 3 3 2 2	Nester September Septemb	2 2 2 2 3 3 3 3 2 2 22	Lab 3 3 3 3 0 0 0 0 12	Lec 36 36 36 36 54 54 54 36 396	Lab 54 54 54 54 0 0 0 0 432	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None
EMC212 EMC213 EMC214 EMC215 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Tota	No. c Lec 2 2 2 2 3 3 3 3 2 2	nester of Units Lab 1 1 1 1 0 0 0 0 0 0 4 emester of Units	2 2 2 3 3 3 3 2 2 No	Lab 3 3 3 0 0 0 0 12	Lec 36 36 36 36 36 54 54 54 54 36 Total No.	Lab 54 54 54 60 0 0 0 0 432 0. of Hrs per	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2
EMC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Tota	No. c Lec 2 2 2 2 3 3 3 3 2 2	nester of Units Lab 1 1 1 1 0 0 0 0 0 0 4 emester of Units	2 2 2 3 3 3 3 2 2 22 No Lec	Lab 3 3 3 0 0 0 0 12 of Lab	Lec 36 36 36 36 54 54 54 36 396 Total No.	Lab 54 54 54 54 0 0 0 0 0 432 0. of Hrs per	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2
ECC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management	No. c Lec 2 2 2 2 3 3 3 3 2 2	nester of Units Lab 1 1 1 1 0 0 0 0 0 0 4 emester of Units	2 2 2 3 3 3 3 2 2 22 No Lec 2	Lab 3 3 3 3 0 0 0 0 12 cof Lab 3	Lec 36 36 36 36 54 54 54 36 396 Total No. Lec 36	Lab 54 54 54 60 0 0 0 0 432 50. of Hrs per Lab 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming	No. c Lec 2 2 2 2 3 3 3 2 2 2	nester of Units Lab 1 1 1 1 0 0 0 0 0 0 4 emester of Units	2 2 2 3 3 3 3 2 2 22 No Lec 2 2 2	Lab 3 3 3 0 0 0 0 0 12 of Lab 3 3	Lec 36 36 36 36 54 54 54 36 396 Total No. Lec 36 36 36	Lab 54 54 54 60 0 0 0 0 0 432 6. of Hrs per Lab 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering	No. c Lec 2 2 2 2 3 3 3 2	Nester September Septemb	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 3	Lec 36 36 36 36 36 54 54 54 54 36 396 Total No Lec 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 c. of Hrs per Lab 54 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation	No. c Lec 2 2 2 2 3 3 3 3 2 No. c Lec 2 Lec 2 2 2 2 2 2 2 2 2	Lab	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2	Lab 3 3 3 3 0 0 0 0 0 12 cof Lab 3 3 3 3 3 3 3	Lec 36 36 36 36 36 54 54 54 54 54 54 36 396 Total No. Lec 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 D. of Hrs per Lab 54 54 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process	No. c Lec 2 2 2 3 3 3 3 2	Nester September Septemb	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 2 2 2	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 3 3 3 3 3	Lec 36 36 36 36 36 54 54 54 54 36 36 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 54 54 54 54 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era	No. c Lec 2 2 3 3 3 3 2	Nester Section Color C	Lec 2 2 2 3 3 3 3 2 No Lec 2 2 2 2 3	Lab 3 3 3 3 0 0 0 0 0 12 0 12 0 12 0 13 3 3 3 3 0 0 0 0 0	Lec 36 36 36 36 36 54 54 54 54 36 36 37 396 Total No. Lec 36 36 36 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 54 54 54 54 54 54 54 6	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213 None
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports	No. c Lec 2 2 2 3 3 3 3 2	Nester September Septemb	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 2 2 2	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 3 3 3 3 3	Lec 36 36 36 36 36 54 54 54 54 36 36 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 54 54 54 54 54 54 54	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GA	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports MME DEVELOPMENT	No. c Lec 2 2 2 3 3 3 2	Nester Section Color C	Lec 2 2 2 3 3 3 3 3 2 22 No Lec 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Lab 3 3 3 0 0 0 0 12	Lec 36 36 36 54 54 54 56 36 36 36 36 36 36 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 54 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC213 EMC213 None PATHFit3
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GAGD221	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports MME DEVELOPMENT Linear Algebra in 2D and 3D	No. c Lec 2 2 2 3 3 3 2	Nester Section Color C	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 3 3 3 3 3 3 3 3 3	Lab 3 3 3 0 0 0 0 12	Lec 36 36 36 54 54 54 36 36 36 36 36 36 36 36 36 54 36 54 36 54 36	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213 None PATHFit3 GE-MMW
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GAGD221 GD222	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports MME DEVELOPMENT Linear Algebra in 2D and 3D Analytic Geometry in Games	No. c Lec 2 2 2 3 3 3 2	Nester Section Color C	Lec 2 2 2 3 3 3 3 3 2 22 No Lec 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Lab 3 3 3 0 0 0 0 12	Lec 36 36 36 54 54 54 56 36 36 36 36 36 36 36 36 36 36 36 36 36	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 54 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC213 EMC213 None PATHFit3
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GA GD221 GD222 Specialized in DI	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports MME DEVELOPMENT Linear Algebra in 2D and 3D Analytic Geometry in Games GITAL ANIMATION-TECHNOLOGY	No. c Lec 2 2 2 2 3 3 3 2	Columbia	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 3 3 3 3 3 3 3 3 3 3 3 4 4 5 6 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Lec 36 36 36 36 36 36 54 54 54 54 36 396 Total No. Lec 36 36 36 36 36 36 54 36 54 54 54	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213 None PATHFit3 GE-MMW GE-MMW
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GA GD221 GD222 Specialized in DI DA221	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports AME DEVELOPMENT Linear Algebra in 2D and 3D Analytic Geometry in Games GITAL ANIMATION-TECHNOLOGY Photography	First Ser No. c Lec 2 2 2 3 3 3 3 4 No. c Lec 2 2 2 3 3 3 3 3 3 4 1 1 1 1 1 1 1 1 1 1 1 1	Columbia	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Lec 36 36 36 36 36 36 54 54 54 54 36 396 Total No Lec 36 36 36 36 36 54 36 54 54 54 54	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 0 0 0 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213 None PATHFit3 GE-MMW GE-MMW EMCE121
CC214 EMC212 EMC213 EMC214 EMC215 GEE212 GE-MMW GE-ArtApp PATHFit3 Course Code CC225 EMC226 EMC227 EMC228 EMC229 GEE223 PATHFit4 Specialized in GA GD221 GD222 Specialized in DI	Data Structures and Algorithms Usability, HCI, and User Interaction Design Introduction to Game Design and Development Principles of 2D Animation Script Writing and Storyboard Design Physics (Mechanics) Mathematics in the Modern World Art Appreciation Sports Course Title Information Management Computer Graphics Programming Audio Design and Sound Engineering Principles of 3D Animation Design and Production Process Living in the IT Era Sports MME DEVELOPMENT Linear Algebra in 2D and 3D Analytic Geometry in Games GITAL ANIMATION-TECHNOLOGY	No. c Lec 2 2 2 2 3 3 3 2	Columbia	Lec 2 2 2 3 3 3 3 2 22 No Lec 2 2 2 2 3 3 3 3 3 3 3 3 3 3 3 4 4 5 6 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Lab 3 3 3 3 0 0 0 0 0 12 of Lab 3 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Lec 36 36 36 36 36 36 54 54 54 54 36 396 Total No. Lec 36 36 36 36 36 36 54 36 54 54 54	Lab 54 54 54 0 0 0 0 0 0 432 0. of Hrs per Lab 54 54 54 54 54 0 0 0	CC123 CC123 CC123 EMC111 GEE121, GE-PurCom, GE-Ethics None None None PATHFit2 Prerequisite/s CC214 CC214 EMC213 EMC214 EMC213 None PATHFit3 GE-MMW GE-MMW

		THIRD Y						
	F	irst Sen		1		T=		
			f Units	No	-	· .	o. of Hrs per	
Course Code	Course Title	Lec	Lab	Lec	Lab	Lec	Lab	Prerequisite/s
CC316	Applications Development & Emerging Technologies	2	1	2	3	36	54	CC123
	Methods of Research in Entertainment and Multimedia							All Courses Passed in Al
MCE313	Computing	3	0	3	0	36	54	Previous Semesters
MCE314	Seminar in Special IT Topics	2	1	2	3	36	54	None
EMCE315	Presentation Skills in Information Technology	2	1	2	3	36	54	None
	ME DEVELOPMENT		•				0-1	110110
3D313	Game Programming I	2	1	2	3	36	54	CC123
פופעפ	Gaine Frogramming r	2	- 1		J	30	54	
	A (15 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	_						CC204, GE-MMW, GD22
GD314	Artificial Intelligence (AI) in Games	2	1	2	3	36	54	GD222
GD315	Applied Mathematics for Games	2	1	2	3	36	54	GE-MMW, GD221,GD222
GD316	Applied Game Physics	2	1	2	3	36	54	GEE212
Specialized in DIC	GITAL ANIMATION-TECHNOLOGY							
DA313	Image and Video Processing	2	1	2	3	36	54	CC214
	Modelling and Rigging		1	2	3	36	-	EMC228
DA314		2					54	
DA315	Lighting and Effects	2	1	2	3	36	54	EMC228
DA316	Advanced Sound Production	2	1	2	3	36	54	EMC227
	Total	17	7	17	21	288	432	
	Se	cond Se	emester					
		No. o	f Units	No	. of	Total No	o. of Hrs per	
Course Code	Course Title	Lec	Lab	Lec	Lab	Lec	Lab	Prerequisite/s
GE-RPH	Readings in Philippine History	3	0	3	0	54	0	None
<u> </u>	- teathings in a timpping timesty						·	All Courses Passed in al
-NACCA D204	Canatana Prajast 1	2	0	3	0	54	0	Previous Semesters
EMCCAP321	Capstone Project 1	3	0	<u> </u>	U	54	0	Previous Semesters
Specialized in GA	ME DEVELOPMENT							
								All Courses Passed in all
GD327	Project Management	3	0	3	0	54	0	Previous Semesters
GD328	Game Programming II	2	1	2	3	36	54	GD313
GD329	Advanced Game Design	2	1	2	3	36	54	EMC213
GD3210	Game Networking	2	1	2	3	36	54	CC214, GD313
			<u> </u>			30	34	00214, 00010
Specializea in DiC	GITAL ANIMATION-TECHNOLOGY		1		1			
								All Courses Passed in all
DA327	Project Management	3	0	3	0	54	0	Previous Semesters
DA328	Advanced 2D Animation	2	1	2	3	36	54	EMC214
DA329	Advanced 3D Animation and Scripting	2	1	2	3	36	54	EMC228
DA3210	Texture and Mapping	2	1	2	3	36	54	EMC228
JA0210	Toxical or and mapping		'	_		30	J-T	LIVIOLEO
	Total	15	3	15	9	270	162	
				15	9	270	102	
	<u> </u>	OURTH						
	F	irst Sen		1		T=		
		No. o	f Units	No		Total No	o. of Hrs per	
Course Code	Course Title	Lec	Lab	Lec	Lab	Lec	Lab	Prerequisite/s
EMCCAP412	Capstone Project 2	3	0	3	0	54	0	EMCCAP321
EMCE416	Technopreneurship	2	1	2	3	36	54	None
		_						
Specialized in GA	ME DEVELOPMENT							
Specialized in GA	ME DEVELOPMENT			l	I			
Specialized in GA GD4111	Game Programming III (game engines, 2D games, and	2	1	2	3	36	54	GD328
GD4111	Game Programming III (game engines, 2D games, and 3D games programming)			2	3			
GD4111 GD4112	Game Programming III (game engines, 2D games, and 3D games programming) Game Production	2	1	2	3	36 54	54 0	GD328 4th Year Standing
GD4111 GD4112 Specialized in DIC	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY	3						4th Year Standing
GD4111 GD4112 Specialized in DIC	Game Programming III (game engines, 2D games, and 3D games programming) Game Production							
GD4111 GD4112 Specialized in DIC DA4111	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY	3	0	3	0	54	0	4th Year Standing
GD4111 GD4112 Specialized in DIC DA4111	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering	3	0	3	3	54	0 54	4th Year Standing EMC228
GD4111 GD4112 Specialized in DIC DA4111	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production	2 3	1 0	2 3	3	54 36 54	54 0	4th Year Standing EMC228
GD4111 GD4112 Specialized in DIC DA4111	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total	3 2 3	0 1 0 2	3	3 0	54	0 54	4th Year Standing EMC228
GD4111 GD4112 Specialized in DIC DA4111	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total	3 2 3 10 cond Se	0 1 0 2 emester	3 2 3 10	0 3 0	36 54 180	0 54 0 108	4th Year Standing EMC228
GD4111 GD4112 Specialized in DIC DA4111 DA4112	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total	3 2 3 10 cond Se	1 0 2 emester of Units	3 2 3 10 No	3 0 6	36 54 180	0 54 0 108	4th Year Standing EMC228 4th Year Standing
GD4111 GD4112	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total	3 2 3 10 cond Se	0 1 0 2 emester	3 2 3 10	0 3 0	36 54 180	0 54 0 108	4th Year Standing EMC228 4th Year Standing Prerequisite/s
GD4111 GD4112 Specialized in DIC DA4111 DA4112 Course Code	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total Se Course Title	3 2 3 10 cond Se	0 1 0 2 emester f Units Lab	3 2 3 10 No	0 3 0 0 6 of Lab	36 54 180 Total No Lec	0 54 0 108	4th Year Standing EMC228 4th Year Standing Prerequisite/s Completed
GD4111 GD4112 Specialized in DIC DA4111 DA4112 Course Code	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total	3 2 3 10 cond Se	1 0 2 emester of Units	3 2 3 10 No	0 3 0 0 6 of Lab	36 54 180	0 54 0 108	4th Year Standing EMC228 4th Year Standing Prerequisite/s Completed Academic
GD4111 GD4112 Specialized in DIC DA4111 DA4112 Course Code	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total Se Course Title	3 2 3 10 cond Se	0 1 0 2 emester f Units Lab	3 2 3 10 No	0 3 0 0 6 of Lab	36 54 180 Total No Lec	0 54 0 108	4th Year Standing EMC228 4th Year Standing Prerequisite/s Completed
GD4111 GD4112 Specialized in DIC DA4111 DA4112	Game Programming III (game engines, 2D games, and 3D games programming) Game Production GITAL ANIMATION-TECHNOLOGY Compositing and Rendering Animation Design and Production Total Se Course Title	3 2 3 10 cond Se	0 1 0 2 emester f Units Lab	3 2 3 10 No	0 3 0 6 of Lab	36 54 180 Total No Lec	0 54 0 108	4th Year Standing EMC228 4th Year Standing Prerequisite/s Completed Academic

	Required units in the CMO	Indicated in the Program
General Education	57	24
General Education Elective	57	9
Mandated Courses	14	17
Common Courses	18	18
Professional Courses	54	27
Specialization Courses	54	36
Professional Elective Courses	9	21
Capstone Project	6	6
OJT	9	9
TOTAL	167	167

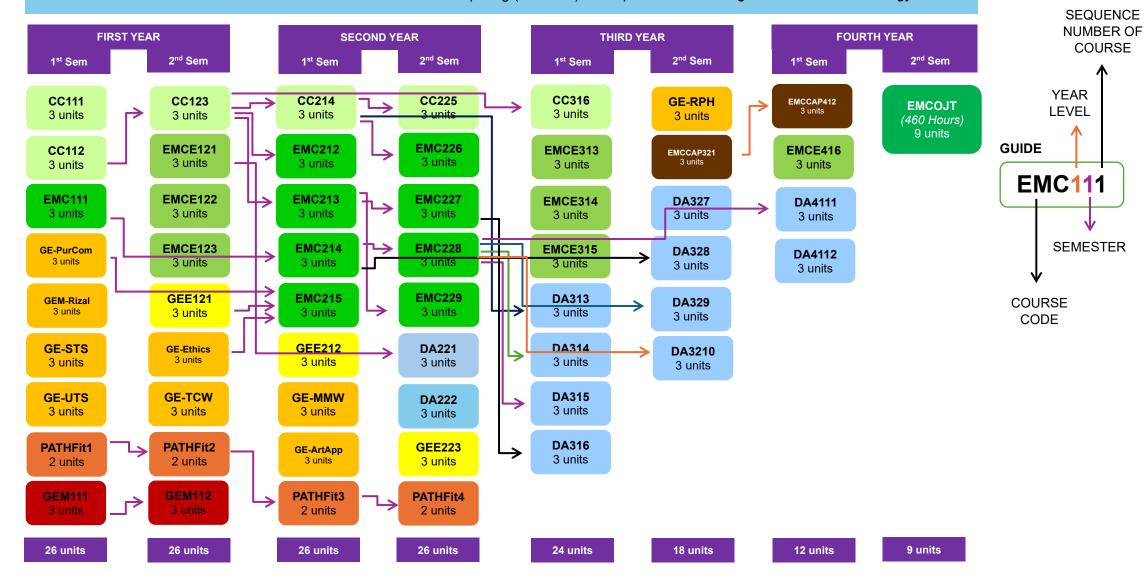
PROSPECTUS

Bachelor of Science in Entertainment and Multimedia Computing (BS EMC) with Specialization in Game Development



PROSPECTUS

Bachelor of Science in Entertainment and Multimedia Computing (BS EMC) with Specialization in Digital Animation-Technology



Prepared by:

KEVIN H. JASMIN, LPT, MIS Program Head, BS EMC

Noted by:

RONJIE MAR L. MALINAO, DIT College Dean, CICS

Recommending Approval:

RAOUL J. MAGCAMIT, MPA, LPT Vice President for Academic Affairs

Approved:

DIOSDADO P. ZULUETA, FFUP, DPA SUC President III