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ok -wiewed 1-27-2020

UNIVERSITY OF SAN JOSE-RECOLETOS

College of Information, Computer and Communications Technology basak campus, cebu city

space

BACHELOR OF SCIENCE IN ENTERTAINMENT AND MULTIMEDIA COMPUTING (BSEMC) With SPECIALIZATION in GAME DEVELOPMENT (As per CMO No. 02, series of 2014) (EFFECTIVE 2020-2021)

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ONT	ACT NO./ E-MAIL AD							
	FIRST YEAR	FIRST SEMESTER	?					
G	COURSE	DESCRIPTION	Ì	LEC	LAB	TOTAL	800	E-REQUISITES
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	COMP1	Introduction to Computing	+	3	-	× 3	200	NONE
	PROG1	Computer Programming 1		2	ν1	× 3	-	NONE
_	EMC CORE 1	Freehand and Digital Drawing		2	V-1	V 3	Barr.	NONE
	CMP		1		V 1		20	
_		Computing Math Prep		3	├	V 3	lam.	NONE
_	GE MMW	Mathematics in the Modern World		3	ļ <u>. </u>	3	E-corn	NONE
	EP1	English Proficiency Level 1	_	3	ļ	√ 3	L/	NONE
	REED 1	Initium Fidei: An Introduction to Doing Catholic Theology	-	3		· 3	Lame	NONE
_	PE 1	Physical Education 1	1	2		× 2	2	NONE
-	NSTP 1	Civic Welfare Training S∈rvice (CWTS, 11/ Reserve Officers' Training Corps (ROTC) 11	4	3		3		NONE
4-1	GUIDANCE 1	Adjustment to College Life Phase 1	-	41		V (1)	v	NONE
33,1				-	1	(26)		10-10
	FIRST YEAR	SECOND SEMEST	-==	,			J	
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G		DESCRIPTION		UNIT	LAB	UNITS	FR	E-REQUISITES
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10	PROG2 v		<u>اما</u>	2	1	√ 3	land.	PROG1
6	DVA	Digital Visual Arts	l= -	2	_1	√3	L. E	MC CORE 1
~	DISCRETE 1	Discrete Structures 1		- 3		<i>y</i> 3	lam.	GE MNW
1	GE RPH 🗸	Readings in Philippine History		3		√ 3	-	NONE
	DIGITAL	Digital Logic Design		- 3		3	1	NUNE
	REED 2	Written That You May Believe: An Introduction to Biblical Exegesis	1	- 3		3	1	470 101 101 101 101 101
	PE 2		-	2	-		+	PE *
-		Physical Education 2				2	100	
-	NSTP 2	Civic Welfare Training S∈rvice (CWTS, 12/ Reserve Officers' Training Corps (ROTC) 12	ľ	<u>3</u>		3	l	MSTP 1
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G	COURSE			LEC UNIT	LAB	TOTAL UNITS	₽R	E-REQUISITES
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QP.	COURSE NO. DATASTRUCT	DESCRIPTION Data Structures and Algorithms		UNIT 2	UNIT 1	UNITS		PROG2
w .	COURSE NO. DATASTRUCT EMC CORE 3	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation		UNIT 2 2	UNIT	UNITS	lum E	PROG2 EMC CORE 2
W	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation		2 2 2	UNIT 1	UNITS -3 -3	lum E	PROG2 EMC CORE 2 EMC CORE 2
V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animat on Applied Mathematics for Games		2 2 2 2 2	UNIT	UNITS 3 3 3	lum E	PROG2 EMC CORE 2 EMC CORE 2 CMP
V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animat on Applied Mathematics for Games Purposive Communication		2 2 2 2 2 3	UNIT	UNITS -3 -3 -3 -3 -3 -3	lum E	PROG2 EMC CORE 2 EMC CORE 2 CMP EP 1
V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animat on Applied Mathematics for Games Purposive Communication The Contemporary Work		2 2 2 2 2	UNIT	UNITS 3 3 3	lum E	PROG2 EMC CORE 2 EMC CORE 2 CMP EP 1 NONE
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3 7 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animat on Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation		UNIT 2 2 2 2 2 3 3 3 3 3 3 3	UNIT	UNITS 333333333 -		PROG2 EMC CORE 2 EMC CORE 2 CMP EP 1 NONE NONE
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Works Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3		UNIT 2 2 2 2 3 3 3 3 2 2	UNIT	UNITS		PROG2 EMC CORE 2 EMC CORE 2 CMP EP 1 NONE NONE REED 2
1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR SECOND SEMESTE		UNIT 2 2 2 2 3 3 3 3 2 2	UNIT 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	UNITS 3 3 3 3 3 3 3 2 26	V E	PROG2 EMC CORE 2 EMC CORE 2 CMP EP * NONE NONE REED 2 PE 2
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3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO.	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION DESCRIPTION	ER	UNIT 2 2 2 2 2 3 3 3 3 2 2 LEC UNIT	UNIT 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	UNITS 3 3 3 3 3 3 2 26 TOTAL UNITS	FR	PROG2 EMC CORE 2 EMC CORE 2 CMP EP - NONE NONE REED 2 PE 2 E-REQUISITES
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION DESCRIPTION	ER	UNIT 2 2 2 2 2 3 3 3 3 2 2 LEC	UNIT	UNITS 3 3 3 3 3 3 2 2 26 TOTAL UNITS	FR	PROG2 EMC CORE 2 EMC CORE 2 CMP EP - NONE NONE REED 2 PE 2 E-REQUISITES
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO.	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming	ER I	UNIT 2 2 2 2 2 3 3 3 3 2 2 LEC UNIT	UNIT	UNITS 3 3 3 3 3 3 2 26 TOTAL UNITS	FR	PROG2 EMC CORE 2 EMC CORE 2 CMP EP - NONE NONE REED 2 PE 2 E-REQUISITES
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Management 1	R	UNIT 2 2 2 2 3 3 3 3 2 2 LEC UNIT 2	UNIT	UNITS 3 3 3 3 3 3 2 2 26 TOTAL UNITS	FR	PROG2 EMC CORE 2 EMC CORE 2 CMP EP - NONE NONE REED 2 PE 2 E-REQUISITES ATASTRUCT 1
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Management 1 Computer Graphics Programming	ER D	UNIT 2 2 2 3 3 3 2 LEC UNIT 2 2 2	LAB UNIT	UNITS 3 3 3 3 3 3 2 2 26 TOTAL UNITS 3 3 3 3 3 3 7 3 7 7 7 7 7 7 7 7 7 7 7	FR	PROG2 EMC CORE 2 EACH CORE ACCUMENTATION ACCUMENTATION ACCUMENT
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5 EMC SP 2	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Management 1 Computer Graphics Programming Applied Game Physics	R	2 2 2 3 3 3 3 2 EEC UNIT 2 2 2 2 2 2 2 2 2 2 2 2 2	UNIT 1 1 1 1 LAB UNIT	UNITS 3 3 3 3 3 3 2 2 26 TOTAL UNITS 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	FR OA	PROG2 EMC CORE 2 EMC CORE 2 CMP EP ' NONE NONE REED 2 PE 2 E-REQUISITES ATASTRUCT 1 ATASTRUCT 1 NONE
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5 EMC SP 2 GE STS	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Managemen: 1 Computer Graphics Programming Applied Game Physics Science, Technology and Society	R	UNIT 2 2 2 3 3 3 3 2 EEC UNIT 2 2 2 2 2 3 3	LAB UNIT	UNITS 3 3 3 3 3 3 7 3 7 7 7 7 7 7 7 7 7 7 7	FR OAA	PROG2 EMC CORE 2 EMC CORE 3 EMC C
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5 EMC SP 2 GE STS GE ET	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Managemen: 1 Computer Graphics Programming Applied Game Physics Science, Technology and Society Ethics	R	UNIT 2 2 2 3 3 3 2 2 EEC UNIT 2 2 2 2 2 3 3 3 3 3 3 3 3 4 3 4 4 4 4 4	LAB UNIT	UNITS 3 3 3 3 3 3 7 3 7 3 7 7 7 7 7 7 7 7 7	FR OA	PROG2 EMC CORE 2 EMC CORE 3 EMC C
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5 EMC SP 2 GE STS GE ET GE UTS	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR DESCRIPTION Object Oriented Programming Information Managemen: 1 Computer Graphics Programming Applied Game Physics Science, Technology and Society Ethics Understanding the Self	R	UNIT 2 2 2 3 3 3 2 2 LEC UNIT 2 2 2 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3	LAB UNIT	UNITS 3 3 3 3 3 3 3 7 3 7 7 7 7 7 7 7 7 7 7	FR OAA	PROG2 EMC CORE 2 EMC CORE 3 EMC C
3 V V V V V V V V V V V V V V V V V V V	COURSE NO. DATASTRUCT EMC CORE 3 EMC CORE 4 EMC SP 1 GE PC GE TCW GE AA REED 3 PE 3 SECOND YE COURSE NO. OOP IM 1 EMC CORE 5 EMC SP 2 GE STS GE ET	DESCRIPTION Data Structures and Algorithms Introduction to 2D Animation Principles of 3D Animation Applied Mathematics for Games Purposive Communication The Contemporary Work: Art Appreciation Our Restless Hearts: Ar Introduction to Doing Catholic Morality Physical Education 3 AR SECOND SEMESTE DESCRIPTION Object Oriented Programming Information Managemen: 1 Computer Graphics Programming Applied Game Physics Science, Technology and Society Ethics Understanding the Self	R	UNIT 2 2 2 3 3 3 2 2 EEC UNIT 2 2 2 2 2 3 3 3 3 3 3 3 3 4 3 4 4 4 4 4	LAB UNIT	UNITS 3 3 3 3 3 3 7 3 7 3 7 7 7 7 7 7 7 7 7	FR OAA	PROG2 EMC CORE 2 EMC CORE 3 EMC C

SECOND YEAR SUMMER

	0-0011D I-	rut voilinaire				
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PRERECUISITES
V	EMC CORE 6	Human Computer Interaction	/ 2	ν1	⊮ 3	PROG 2
1	EMC CORE 7	Digital Sound	- 2	-1	3	MC CORE 2
V	EMC CORE 8	Script Writing and Storyboard Design	2	1 1 1	3	EMC CORE 2
		· · · · · · · · · · · · · · · · · · ·			/ 9	

THIRD YEAR FIRST SEMESTER

FG	COURSE	DESCRIPTION	LEC	LAB	TOTAL	PREREQUISITES
	NO.		UNIT	UNIT	UNITS	
V	APPSDEV 1	Applications Development and Emerging Technologies	V 2	1	✓ 3	C 00P 1
اسا	^NET 1	Data Communications and Networking 1	⊮ 3		 ✓3	DIGITAL
~	EMC CORE 9	Game Design and Production Process	V 2	∠ 1	∠ 3	EMIC CORE 8
Y	EMC SP 3	2D Game Programming	12	a-1	<u>-3</u>	EMC CORE 3
レ	EMC SP 4	Artificial Intelligence in Games	_2	w 1	3	=MCM
V	RESEARCH 1	Methods of Research in Computing	2	<i>≥</i> 1	J-3	BINCH
¥	SOFTENG +	Software Engineering	V 2	· 1	3	✓ NONE
ŀ	OS 🔻	Operating Systems	2	₩1	3	✓DATASTRUCT 1
					24 }	

THIRD YEAR SECOND SEMESTER

FG	COURSE	DESCRIPTION	LEÇ	LAB	TOTAL	PREREQUISITES
	NO.		UNIT	UNIT	UNITS	
7	remc sp 5 ≥	-3D Game Programming	/2	√ 1	Jan 3	EMC CORE 4
b	EMC SP 6	Advanced Game Programming (Game Engine)	<u>-2</u>	シ1	3	✓ EMIC CORE 9
¥	EMC SP 7	Game Networking	<u>2</u>	<u>-1</u>	✓ 3	✓ NET 1
V	*EMC SP 8	Advanced Game Design	_2	⊬ 1	<u>-3</u>	EMIC CORE 9
2	PROF ELEC 1	Professional Elective 1	≥ 2	_1	✓ 3	3rd year standing
1	CAPSTONE 1	Capstone Project 1	2	_1	_3	EMC SP 2, RESEARCH 1
1	RIZAL ~	Life, Works and Writings of Dr. Jose Rizal	≥ 3		≥ 3	none
				1	(24.)	

SUMMER

FG	COURSE	DESCRIPTION	LEC	LAB	TOTAL	PREREQUISITES
	NO.		UNIT	UNIT	UNITS	
lan-	TECHNO >	Technopreneurship	<u>-3</u>		3 سما	₩3" YEAR STANDING
V	SP 🔛	Social Issues and Professional Practice	3		W 3	-3" YEAR STANDING
V	EMC SP 9	Game Production	∠ 2	<u>-1</u>	√ 3	EMC SP 8
			•		/ 0 >	

FOURTH YEAR FIRST SEMESTER

FG	COURSE	DESCRIPTION	LEC	LAB	TOTAL	PREREQUISITES
	NO.		UNIT	UNIT	UNITS	
-	CAPSTONE 2	Capstone Project 2	-2	1	3	CAPSTONE 1
100	*ITREVIEW	Certification Exam Review	3		3	PZ th YEAR STANDING
F-	PROF ELEC 2	Professional Elective 2	~2	1	3 سا	►4" YEAR STANDING
1	PROF ELEC 3	Professional Elective 3	/2	1	₩ 3	►4° YEAR STANDING
100	SEMTOUR	Seminars and Tours	⊮ 3		∠ 3	✓4º YEAR STANDING
					<15 \)	

SECOND SEMESTER FOURTH YEAR

FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
	PRAC 1	Practicum	V9		79	~4º YEAR STANDING
					(0)	

Total No. of Units = 191

IMPORTANT GUIDELINES:

The student is NEVER ALLOWED to enroll in a subject without having finished/passed the subject's pre-requisites. The department may not give credit to subjects not taken in the proper order.

The student is eligible to enroll ITREVIEW and SEMTOUR after completing 70% of the total number of units (MAJOR COURSES) in the purriculum.

The student is required to render full-time internship in the second semester of fourth year.

PROFESSIONAL ELECTIVES (any THREE (3) of the following)

3D Modeling, UV Mapping & Texturing Digital Imaging Game Art Production

Quality Assurance for Games Games for Virtual Reality and Augmented Reality