



**UNIVERSITY OF SAN JOSE-RECOLETOS**  
**COLLEGE OF INFORMATION, COMPUTER AND COMMUNICATIONS TECHNOLOGY**  
 BASAK CAMPUS, CEBU CITY

**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)**

*Draft 2*  
*ok reviewed*  
*1-27-2020*  
*space*  
*Chm*

ID NO.	
NAME	
ADVISER	
BATCH NO.	
CONTACT NO./ E-MAIL AD	

FIRST YEAR		FIRST SEMESTER				
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PRE-REQUISITES
✓	COMP1	Introduction to Computing	3		3	NONE
✓	PROG1	Computer Programming 1	2	1	3	NONE
✓	EMC CORE 1	Freehand and Digital Drawing	2	1	3	NONE
✓	CMP	Computing Math Prep	3		3	NONE
✓	GE MMW	Mathematics in the Modern World	3		3	NONE
✓	EP 1	English Proficiency Level 1	3		3	NONE
✓	REED 1	Initium Fidei: An Introduction to Doing Catholic Theology	3		3	NONE
✓	PE 1	Physical Education 1	2		2	NONE
✓	NSTP 1	Civic Welfare Training Service (CWTS: 11/ Reserve Officers' Training Corps (ROTC) 11	3		3	NONE
✓	GUIDANCE 1	Adjustment to College Life Phase 1	1		(1)	NONE
					(26)	

FIRST YEAR		SECOND SEMESTER				
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PRE-REQUISITES
✓	EMC CORE 2	Introduction to Game Design and Development	2	1	3	EMC CORE 1
✓	PROG2	Computer Programming 2	2	1	3	PROG1
✓	DVA	Digital Visual Arts	2	1	3	EMC CORE 1
✓	DISCRETE 1	Discrete Structures 1	3		3	GE MMW
✓	GE RPH	Readings in Philippine History	3		3	NONE
✓	DIGITAL	Digital Logic Design	3		3	NONE
✓	REED 2	Written That You May Believe: An Introduction to Biblical Exegesis	3		3	REED 1
✓	PE 2	Physical Education 2	2		2	PE 1
✓	NSTP 2	Civic Welfare Training Service (CWTS: 12/ Reserve Officers' Training Corps (ROTC) 12	3		3	NSTP 1
✓	GUIDANCE 2	Adjustment to College Life Phase 2	1		(1)	GUIDANCE 1
					(26)	

SECOND YEAR		FIRST SEMESTER				
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PRE-REQUISITES
✓	DATASTRUCT	Data Structures and Algorithms	2	1	3	PROG2
✓	EMC CORE 3	Introduction to 2D Animation	2	1	3	EMC CORE 2
✓	EMC CORE 4	Principles of 3D Animation	2	1	3	EMC CORE 2
✓	EMC SP 1	Applied Mathematics for Games	2	1	3	CMP
✓	GE PC	Purposive Communication	3		3	EP 1
✓	GE TCW	The Contemporary World	3		3	NONE
✓	GE AA	Art Appreciation	3		3	NONE
✓	REED 3	Our Restless Hearts: An Introduction to Doing Catholic Morality	3		3	REED 2
✓	PE 3	Physical Education 3	2		2	PE 2
					(26)	

SECOND YEAR		SECOND SEMESTER				
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PRE-REQUISITES
✓	OOP	Object Oriented Programming	2	1	3	DATASTRUCT 1
✓	IM 1	Information Management 1	2	1	3	DATASTRUCT 1
✓	EMC CORE 5	Computer Graphics Programming	2	1	3	DATASTRUCT 1
✓	EMC SP 2	Applied Game Physics	2	1	3	NONE
✓	GE STS	Science, Technology and Society	3		3	NONE
✓	GE ET	Ethics	3		3	NONE
✓	GE UTS	Understanding the Self	3		3	NONE
✓	REED 4	A Call to Action: An Introduction to Catholic Social Thought	3		3	REED 3
✓	PE 4	Physical Education 4	2		2	PE 3
					(26)	

SECOND YEAR			SUMMER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	EMC CORE 6	✓ Human Computer Interaction	✓ 2	✓ 1	✓ 3	✓ PROG 2
✓	EMC CORE 7	✓ Digital Sound	✓ 2	✓ 1	✓ 3	✓ EMC CORE 2
✓	EMC CORE 8	✓ Script Writing and Storyboard Design	✓ 2	✓ 1	✓ 3	✓ EMC CORE 2
					(9)	

THIRD YEAR			FIRST SEMESTER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	APPSDEV 1	✓ Applications Development and Emerging Technologies	✓ 2	✓ 1	✓ 3	✓ OOP 1
✓	NET 1	✓ Data Communications and Networking 1	✓ 3		✓ 3	✓ DIGITAL
✓	EMC CORE 9	✓ Game Design and Production Process	✓ 2	✓ 1	✓ 3	✓ EMC CORE 8
✓	EMC SP 3	✓ 2D Game Programming	✓ 2	✓ 1	✓ 3	✓ EMC CORE 3
✓	EMC SP 4	✓ Artificial Intelligence in Games	✓ 2	✓ 1	✓ 3	✓ NONE
✓	RESEARCH 1	✓ Methods of Research in Computing	✓ 2	✓ 1	✓ 3	✓ NONE
✓	SOFTENG	✓ Software Engineering	✓ 2	✓ 1	✓ 3	✓ NONE
✓	OS	✓ Operating Systems	✓ 2	✓ 1	✓ 3	✓ DATASTRUCT 1
					(24)	

THIRD YEAR			SECOND SEMESTER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	EMC SP 5	✓ 3D Game Programming	✓ 2	✓ 1	✓ 3	✓ EMC CORE 4
✓	EMC SP 6	✓ Advanced Game Programming (Game Engine)	✓ 2	✓ 1	✓ 3	✓ EMC CORE 9
✓	EMC SP 7	✓ Game Networking	✓ 2	✓ 1	✓ 3	✓ NET 1
✓	EMC SP 8	✓ Advanced Game Design	✓ 2	✓ 1	✓ 3	✓ EMC CORE 9
✓	PROF ELEC 1	✓ Professional Elective 1	✓ 2	✓ 1	✓ 3	3 <sup>rd</sup> year standing
✓	CAPSTONE 1	✓ Capstone Project 1	✓ 2	✓ 1	✓ 3	✓ EMC SP 2, RESEARCH 1
✓	RIZAL	✓ Life, Works and Writings of Dr. Jose Rizal	✓ 3		✓ 3	✓ none
					(21)	

			SUMMER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	TECHNO	✓ Technopreneurship	✓ 3		✓ 3	✓ 3 <sup>rd</sup> YEAR STANDING
✓	SP	✓ Social Issues and Professional Practice	✓ 3		✓ 3	✓ 3 <sup>rd</sup> YEAR STANDING
✓	EMC SP 9	✓ Game Production	✓ 2	✓ 1	✓ 3	✓ EMC SP 8
					(9)	

FOURTH YEAR			FIRST SEMESTER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	CAPSTONE 2	✓ Capstone Project 2	✓ 2	✓ 1	✓ 3	✓ CAPSTONE 1
✓	ITREVIEW	✓ Certification Exam Review	✓ 3		✓ 3	✓ 2 <sup>nd</sup> YEAR STANDING
✓	PROF ELEC 2	✓ Professional Elective 2	✓ 2	✓ 1	✓ 3	✓ 2 <sup>nd</sup> YEAR STANDING
✓	PROF ELEC 3	✓ Professional Elective 3	✓ 2	✓ 1	✓ 3	✓ 2 <sup>nd</sup> YEAR STANDING
✓	SEMTOUR	✓ Seminars and Tours	✓ 3		✓ 3	✓ 2 <sup>nd</sup> YEAR STANDING
					(15)	

FOURTH YEAR			SECOND SEMESTER			
FG	COURSE NO.	DESCRIPTION	LEC UNIT	LAB UNIT	TOTAL UNITS	PREREQUISITES
✓	PRAC 1	✓ Practicum	✓ 9		✓ 9	✓ 2 <sup>nd</sup> YEAR STANDING
					(9)	

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 curriculum.

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