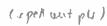


1-27-20 20 University of San Jose-Recoletos Magallanes St., Cebu City 6000 Philippines



ok reviewed





## **CURRICULUM PLOTTING**

	CHED				USJ-R					
Classification/Field/Course	Lecture Hours	Lab Hours	Total Units	Classification/Field/Course	eld/Course No.		Lectur Lab e Hours		Total Pre- Units Requisites	
I. GENERAL EDUCATION (	GE) COURS	E\$						THE I		
CORE COURSES:				CORE COURSES:					1	
Understanding the Self	3		3	Understancing the Self	✓ GE UTS	V3		V3		
Readings in Philippine History	3		3 L	Readings in Philippine History	✓ GE RPH	√ 3		√3		
The Contemporary World	3		3 1	The Contemporary World	✓ GE TCW	V 3		3 سا		
Mathematics in the Modern World	3		3 L	Mathematics in the Modern World	✓ GE MMW	V3		√3		
Purposive Communication	3		3 🗸	Purposive Communication	✓ GE PC	√3		<b>√</b> 3	✓ EP1	
Art Appreciation	3		3 v	Art Appreciation	✓ GE AA	V3		V 3		
Science, Technology and Society	3		3 🗸	Science, Technology and Society	GE STS	✓ 3	1000	/ 3	38	
Ethics	3	1000	3 0	Ethics	GE ET	3		√ 3		
			Į.	Computing Math Prep	✓ CMP	√3		V3	_	
GE ELECTIVES:				GE ELECTIVES:						
Mathematics, Science & Technology	3		3 v	Digital Visual Arts	✓ DVA	2 %	~1	√3	EMC CORE	
Social Science & Philosophy	3		3 ₺		✓ TECHNO	V 3		V3	HALL YAL C	
Arts and Humanities	3		3 t	Énglish Proficiency Level 1	✓ EP 1	×	-	/3		
MANDATED BY LAW:				MANDATED BY LAW:						
Life & Works of Dr. Jose Rizal	3		3 6	Life, Works and Writings of Dr. Jose Rizal	✓ RIZAL	√3		/3		
Sub-Total	12	31	( 36	Sub-Total =		AS	l	39	h	
MAJOR COURSES	17.7		0	- Cub Fotal		719		100		
CORE COMPUTING COURSES:				CORE COMPUTING COURSES:					}	
Introduction to Computing	1		3 1	Introduction to Computing	✓ COMP1	13	e –	_ 3		
Computer Programming 1			3 4	Computer Programming 1	✓ PROG1	/1	/1	, 3		
Computer Programming 2			3 v	Computer Programming 2	✓ PROG2	V2	1	<b>√</b> 3	✓ PROG 1	
Data Structures and Algorithms			3 1	/Data Structures and Algorithms	DATASTRUCT	1/2	/1	3	PROG 2	
Information Management			3 4	Information Management 1	✓ IM 1	V2	V	√3	✓ ĎATASTRUCI	
Applications Development and Emerging Technologies			3 ~	Applications Development and Emerging Technologies	APPSDEV 1	12	/1	V3	OOP 1	
Sub-Total			18	Sub-Total				(15		
740 154				oub rotal					·	
EMC CORE COURSES:				EMC CORE COURSES:				<del> </del>		
Freehand and Digital Drawing			3 🖫	Freehand and Digital Drawing	EMC CORE 1	<u></u>	1	1-13		
Introduction to Game Design and Development			3 %	Introduction to Game Design and Development	EMC CORE 2	/2	/	./3	EMC CORE	
Principles of 2D Animation			3 L	Introduction to 2D Animation	EMC CORE 3	1	V	V3	VEMC CORE	
Principles of 3D Animation			3 L	Principles of 3D Animation	✓EMC CORE 4	v 2	/1	<b>⊮</b> 3	✓ÉMC CORE	
Computer Graphics Programming			3 4	Computer Graphics Programming	✓ÉMC CORE 5	V 1	1	/3	DATASTRUC 1	
Usability, HCI, and User Interaction Design			3 1	Human Computer Interaction	EMC CORE 6	VA	<b>V</b> 1	√3	PROG 2	
Audio Design and Sound Engineering			3 ∨	Digital Sound	EMC CORE 7	12	1	V 3	-EMC CORE	
Script Writing and Storyboard Design			3 "	Script Writing and Storyboard Design	EMC CORE 8	12	11	1/3	₩ÉMC CORE	
Design and Production Process			3 \	Game Design and Production	EMC CORE 9	12	VI	·/3	₩EMC CORE	

Ao cess

				<u> </u>	7114			1	2
			ι	Process Discrete simpuro	11.4		Ţ	19	CE MMW
				Object Oriented Programming	DIGITAL VOOP	13	-		DATASTRUCT
			L			12	V1	√ 3	1
			W	Data Communications and	⊾NET 1	V3		<b>/</b> 3	PRIGITAL
			١ .	Networking 1 Operating Systems	1.OS		13	-	DATASTRUCT
				<u>l</u>		V 1	1	/3	1
			L L	Software Engineering	SOFTENG	d	1	√ 3	
			ν	Methods of Research in	RESEARCH 1	V2	1	<b>_3</b>	
				Computing Certification Exam Review	ITREVIEW	V D	- 51	<b>/</b> 3 1	(1)
				Seminars and Tours	SEMTOUR	3	+	V3	The you stand
				Social Issues and Professional	ļ	9	+	(3)	Abl and the
				Practice				NO.	and year stacki
	Sub-Total		27	Sub-Total			157	N-51	
								1	
ŷ.	PROFESSIONAL ELECTIVE CO	URSES							
	SPECIALIZATION TRACK			SPECIALIZATION TRACK	2				,
	Applied Mathematics for Games		3 ]	Applied Mathematics for Games \	/EMC SP 1	12	<b>/</b>	V3	✓ CMP
	Applied Game Physics		3 4	Applied Game Physics	EMC SP 2	12	VÍ	13	
	Game Programming I		3 🛰	2D Game Programming	EMC SP 3	V2	V!	<b>√</b> 3	✓EMC CORE 3
	Artificial Intelligence in Games		3 、	Artificial Intelligence in Games	EMC SP 4	12	/	νŝ	
	Game Programming II		3 L	3D Game Programming	EMC SP 5	12	1	V3	<b>⊮EMC CORE 4</b>
	Game Programming I!I		3	Advanced Game Programming	EMC SP 6	v2	1	V3	∠ÉMC CORE 9
	Game Networking		3 μ	(Game Eng ne) Game Networking	-EMC SP 7	1/2	1	<b>√</b> 3	✓ NET 1
	Advanced Game Design		3 2	Advanced Game Design	EMC SP 8	12	1	V 3	EMC CORE 9
	Game Production		3 1		'EMC SP 9	11	/1	√3	EMC SP 8
	Same i roddollori					<u> </u>	1.00	_	·
	Sub-Total		(27)	Sub-Total			-	/ 27/	
ł	PROFESSIONAL ELECTIVES		(21/	PROFESSIONAL ELECTIVES (an	y 3 of the followin	a) /DDOE	ELEC)	9	-
	PROFESSIONAL ELECTIVES			3D Modeling, UV Mapping &	y 5 of the followin	ig; (FROF			
				Texturing		11.07		3	
				Digital Imaging	PROF ELEC 1	1	VI	V 3	and you standing
				Game Art Production	PROF ELEC 2	12	VI		4th you change
				Quality Assurance for Games	PROF ELEC 3	12	1	<b>1</b> 3	,
				Games for Virtual Reality and Augmented Reality				3	
				Augmented Neality					
	Sub-Total		7 97	Sub-Total =				(9)	1
1.	CAPSTONE PROJECT	NOS III	-		100000			0	
	Capstone Project 1		3 1	Capstone Project 1	CAPSTONE 1	12	1	V 3	EMC SP 2,
				Capstone Project 2	CAPSTONE 2	12	1/1	<b>1/3</b>	RESEARCH 1
	Capstone Project 2		3 1	100	CAFSTONE 2	N 8L	V 1		✓ CAPSTONE 1
	Sub-Total		( 6 )l	Sub-Total =				(6)	<del>                                     </del>
	INTERNOLIR								
	Practicum 9 L Practicum PRAC 1 9 AH Yr. Ata								
1	Deneticum		0.1		201000	V		9	AHI YT. atous
1.	Practicum		9 (	rracticum į		1			1
1.								(n :	
1	Practicum Sub-Total		9 (9)	Sub-Total =				9 }	
	Sub-Total	DURSES						(9)	
	Sub-Total PHYSICAL EDUCATION (PE) CC		(9)	Sub-Total =		2			
	Sub-Total  PHYSICAL EDUCATION (PE) CO  Physical Fitness	2	2 \	Sub-Total =  Physical Education 1	P.E. 1	2		/2	/ PE1
	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities	2 2	2 \ 2 \	Sub-Total =  Physical Education 1  Physical Education 2	P.E. 1 P.E. 2	1/2		√2 √2	✓ P.E1
	Sub-Total  PHYSICAL EDUCATION (PE) CO  Physical Fitness	2	2 \	Sub-Total =  Physical Education 1	P.E. 1			/2	✓ P.E 2
	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual	2 2	2 \ 2 \	Sub-Total =  Physical Education 1  Physical Education 2	P.E. 1 P.E. 2	1/2		√2 √2	
	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual Sports/Games Team Sports/Games Sub-Total =	2 2 2	2 \ 2 \ 2 \ 2 \ \ 2 \ \ \ \ \ \ \ \ \ \	Sub-Total =  Physical Education 1  Physical Education 2  Physical Education 3	P.E. 1 P.E. 2 P.E. 3	√2 √2		/2 /2 /2	✓ P.E 2
Ī	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual Sports/Games Team Sports/Games Sub-Total =  II. NATIONAL SERVICE TRAIN	2 2 2 2	2 \ 2 \ 2 \ 2 \ 8 }	Physical Education 1 Physical Education 2 Physical Education 3 Physical Education 4 Sub-Total =	P.E. 1 P.E. 2 P.E. 3 P.E. 4	√2 √2		/2 /2 /2 /2	✓ P.E 2
	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual Sports/Games Team Sports/Games Sub-Total =  II. NATIONAL SERVICE TRAIN Civic Welfare Training Service /	2 2 2 2	2 \ 2 \ 2 \ 2 \ 8 }	Physical Education 1 Physical Education 2 Physical Education 3 Physical Education 4 Sub-Total =	P.E. 1 P.E. 2 P.E. 3	√2 √2		/2 /2 /2 /2	✓ P.E 2
	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual Sports/Games Team Sports/Games Sub-Total =  II. NATIONAL SERVICE TRAIN Civic Welfare Training Service / Reserve Officers Training Corp	2 2 2 2	2 \ 2 \ 2 \ 2 \ 8 }	Physical Education 1 Physical Education 2 Physical Education 3 Physical Education 4 Sub-Total =  Civic Welfare Training Service (CWTS 11) 'Reserve Officers'	P.E. 1 P.E. 2 P.E. 3 P.E. 4	√2 √2		/2 /2 /2 /2	✓ P.E 2
10	Sub-Total  PHYSICAL EDUCATION (PE) CO Physical Fitness Rhythmic Activities Individual/ Dual Sports/Games Team Sports/Games Sub-Total =  II. NATIONAL SERVICE TRAIN Civic Welfare Training Service /	2 2 2 2 NING PROGRA	2 \ 2 \ 2 \ 2 \ (8) \ \text{M (NSTP)}	Physical Education 1 Physical Education 2 Physical Education 3 Physical Education 4 Sub-Total =	P.E. 1 P.E. 2 P.E. 3 P.E. 4	√2 √2 √2		/2 /2 /2 /2 /2 /2 /8	✓ P.E 2

Reserve Officers Training Corp Program/Basic Military Science (CWPS / ROPC) 2		(CVTS 12) / Reserve Officers` Training Corp Program/Basic Miliary Science (ROTC) 12		
Sub-Total =	(6)	Sub-Total =		(e)
<b>班 OTHER COURSES</b>				
	V	Initium Fidei: An Introduction to Doing Catholic Theology	ReEd 1	√3
	v	Written Tha: You May Believe: An Introduction to Biblical Exegesis	ReEd 2	√3 √ReEd 1
	V	Our Restless Hearts: An Introduction to Doing Catholic Morality	ReEd 3	✓3 ✓ ReEd 2
	V	A Call to Action: An Introduction to Catholic Social Thought	ReEd 4	√3
	V	Adjustment to College Life Phase Guid	ance 1 X8: 1	✓ (1)
	V	Adjustment to College Life Phase Guid	ance 2	✓ (1) ✓ Guidance 1
Sub-Total =		Sub-Total =		(12)
OVER-ALL TOTAL UNITS =	146	OVER-ALL TOTAL UNITS =		191

6 ...

70tal write - 191

SUMMARY OF UNITS

Classification	CHED	USJ-R
I. General Education (GE) Courses	36	39
II. (Common Courses Courses a	2 18	18
III. EMC Core Courses	27	51 57
IV. Professional Elective Courses	11	
✓ Specialization Track	√ 27	J 27
✓ Professional Electives	V 9	V 9
V. Capstone Project	6	6
VI. ∠lńternship	9	V 9
VII. Physical Education (PE) Courses	8	v 8
VIII. National Service Training Program (NSTP)	6	6
IX. Other Courses		12
Overall Total Units	(146)	191 }