Applied Science Private University
Faculty of Information Technology
◈ Study Plan for the B.Sc. Program in Extended-Reality and Game Development ❀
Academic Year 2025-2026
(Graduation Requirements: 132 Credit Hours)

First: University Requirements (24) Credit Hours

A. Compulsory university requirements (18) credits and include the following subjects:

Subject Number	Subject Title	Credit Hours Theory	Lab	Total Credit Hours	Teaching Method ***	Prerequisites
100103	Military Sciences *	3	0	3	E	
1401116	Islamic Education	3	0	3	E	
1401123	Communication skills (Arabic 1) **	3	0	3	E	1401099
1401124	Communication skills (English 1) **	3	0	3	E	1401098
1401146	Entrepreneurship and innovation	1	0	1	E	
1401147	Leadership and social accountability	1	0	1	E	Concurrent ⊕
1401148	Life skills	1	0	1	E	
1401150	National Education *	3	0	3	E	
	Total	**18**	**0**	**18**		

* Non-Jordanian students may study any course from university elective instead of the courses of Military Sciences and National Education.

** All students are subjected to tests in English, Arabic, and Computer Skills. Those who fail in any of the given tests must enroll in the remedial courses (099) which will be considered out of their study plans.

B. Elective university requirements (6) credits chosen from among the following subjects:

Subject Number	Subject Title	Credit Hours Theory	Lab	Total Credit Hours	Teaching Method ***	Prerequisites
501114	Palastinian Cause & Contemp. Arab History	3	0	3	E	
1211110	Art Education	3	0	3	E	
1401118	Ethics in Islam	3	0	3	E	
1401126	Human Rights	3	0	3	E	
1401127	Environmental Development	3	0	3	E	
1401130	Sports and Health	3	0	3	E	
1401131	Introduction to Sociology	3	0	3	E	
1401151	Campus Life Ethics	3	0	3	E	
1401221	Foreign Languages	3	0	3	E	
1401223	Communication Skills (Arabic 2)	3	0	3	E	1401123
1401224	Communication Skills (English 2)	3	0	3	E	1401124
1501127	Green Energy	3	0	3	E	
1501128	Communication and Social Media Technology	3	0	3	E	
1501154	Health Education	3	0	3	E	
1501163	Introduction to the Future	3	0	3	E	
1501164	Digital Culture	3	0	3	E	

Second: Faculty Requirements (21) Credit Hours

Subject Number	Subject Title	Credit Hours Theory	Lab	Total Credit Hours	Teaching Method ***	Prerequisites
1301106	Structured Programming	2	2	3	F	-
1301108	Object-Oriented Programming (1)	2	2	3	F	1301106
1501167	Discrete Structures (1)	3	0	3	B	-
1401225	Computing Ethics and Technical Writing	2	0	2	B	1401124
1401226	English Language for Information Technology Student	1	0	1	B	1401124
1501230	Numerical Analysis	3	0	3	B	1501110
1501110	Calculus (1)	3	0	3	F	-
1501212	Probability and Statistics	3	0	3	B	1501110
	Total	**19**	**4**	**21**		

Third: Free Electives (3) Credit Hours

The student may choose any subject offered by the university faculties.

Fourth: Specialization Requirements (84) Credit Hours

A. Compulsory specialization requirements (75) credits and include the following subjects:

Subject Number	Subject Title	Credit Hours Theory	Lab	Total Credit Hours	Teaching Method ***	Prerequisites
1301120	Digital Systems	3	0	3	B	1501167
1301203	Data Structures and Algorithms	2	2	3	F	1301108 + 1501167
1301222	Computer Organization and Architecture	3	0	3	B	1301224
1301224	Microcomputer Systems and Assembly Language ⊕	3	0	3	B	1301120
1301236	Web-Based Programming	2	2	3	F	1301108
1301304	Visual Programming	2	2	3	F	1301305
1301305	Database and Application of Database	2	2	3	F	1301203
1301310	Design and Analysis of Algorithms	3	0	3	F	1301203
1301326	Operating Systems ⊕	3	0	3	B	1301203
1301350	Multimedia Systems	2	2	3	F	1301236
1307101	Extended Reality & Game Development Principles	3	0	3	B	-
1307102	Computer Drawing Principles ⊕	3	0	3	B	1307101
1307103	Linear Algebra	3	0	3	B	1501110
1307104	Game Design Theories	2	2	3	F	1307101
1307201	Design of 2D and 3D Models	2	2	3	F	1307102
1307202	Animate 2D and 3D Models	2	2	3	F	1307201
1307203	Human-Computer Interaction	3	0	3	B	1307102
1307204	Game Theory Applications	2	2	3	F	1307104
1307303	Developing Electronic Games	2	2	3	F	1307202 + 1301305
1307304	Storyboard Design for Games	2	2	3	F	1301350+ 1307202
1307369	Field Training	0	6	3	F	Pass. 90Cr. Hrs.
1307403	AI Programming for Gaming	3	0	3	B	1307303
1307410	Design and Development of VR Systems	3	0	3	B	1307202
1307411	Design and Development of AR Systems	2	2	3	F	1307410
1307491	Graduation Project (1)	0	2	1	F	Pass. 90 Cr. Hrs
1307492	Graduation Project (2)	0	4	2	F	1307491
	Total	**57**	**36**	**75**		

B. Elective specialization requirements (9) credits chosen from among the following subjects:

Subject Number	Subject Title	Credit Hours Theory	Lab	Total Credit Hours	Teaching Method ***	Prerequisites
1301440	Digital Image Processing ⊕	3	0	3	B	1301310
1301464	User Experience Design	2	2	3	F	Dept. Approval
1302338	Advanced Internet Computing	2	2	3	F	1301236+ 1301305
1307404	Special Topics in Extended Reality ⊕	3	0	3	B	Dept. Approval
1307405	Special Topics in Game Development ⊕	3	0	3	B	Dept. Approval
1307406	Principles of Haptic Technology ⊕	3	0	3	B	1307301
1307407	Design and Development of MR Systems	2	2	3	F	1307301 + 1307302
1307408	Game Engines	2	2	3	F	Dept. Approval
1307412	Low Code Game Development	2	2	3	F	1301305 + 1301350

⊕ Concurrent

*** B: (Blended)   E: (Electronic)   F: (Face-to-Face) ⊕: Practical Project

❀ The student must perform (10) hours of community service during his study and be credited as zero hours.

This Study Plan is to be followed as of the beginning of the First Semester 2025/2026   Updated:26/07/2025