

# Advising Plan for Extended-Reality and Game Development 2025-2026

## First Year / First Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	
		Theory	Lab	Total		
1401124	Communication skills (English 1) **	3	0	3	E	1401098
1301106	Structured Programming	2	2	3	F	-
1501167	Discrete Structures (1)	3	0	3	B	-
1307101	Extended Reality & Game Development Principles	3	0	3	B	-
1501110	Calculus (1)	3	0	3	F	-
<b>Total</b>		<b>14</b>	<b>2</b>	<b>15</b>		

## Second Year / First Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1307203	Human-Computer Interaction	3	0	3	B	1307102
1301203	Data Structures and Algorithms	2	2	3	F	1301108 + 1501167
1301224	Microcomputer Systems and Assembly Language	3	0	3	B	1301120
1301236	Web-Based Programming	2	2	3	F	1301108
1401225	Computing Ethics and Technical Writing	2	0	2	B	1401124
1401226	English Language for Information Technology Student	1	0	1	B	1401124
1307201	Design of 2D and 3D Models	2	2	3	F	1307102
<b>Total</b>		<b>15</b>	<b>6</b>	<b>18</b>		

## Third Year / First Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1301326	Operating Systems	3	0	3	B	1301203
1301305	Database and Application of Database	2	2	3	F	1301203
1301350	Multimedia Systems	2	2	3	F	1301236
1401116	Islamic Education	3	0	3	E	-
-	Specialization Elective	3	0	3	-	-
<b>Total</b>		<b>13</b>	<b>4</b>	<b>15</b>		

1307369	Field Training	0	6	3	F	Pass. 90Cr. Hrs.
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## Fourth Year / First Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1307491	Graduation Project (1)	0	2	1	F	Pass. 90 Cr. Hrs.
1307410	Design and Development of VR Systems	2	2	3	F	1307302
1307403	AI Programming for Gaming	2	2	3	F	1307303
-	Free Elective	3	0	3	-	-
-	Specialization Elective	3	0	3	-	-
-	University Elective	3	0	3	E	-
<b>Total</b>		<b>13</b>	<b>6</b>	<b>16</b>		

④ Concurrent    B: Blended    E: E-Learning    F: Face-to-Face

## First Year / Second Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1307104	Game Design Theories	3	0	3	B	1307101
1301108	Object-Oriented Programming (1)	2	2	3	F	1301106
1301120	Digital Systems	3	0	3	B	1501167
1307103	Linear Algebra	3	0	3	B	1501110
1307102	Computer Drawing Principles	3	0	3	B	1307101
1501212	Probability and Statistics	3	0	3	B	1501110
<b>Total</b>		<b>17</b>	<b>2</b>	<b>18</b>		

## Second Year / Second Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1501230	Numerical Analysis	3	0	3	B	1501110
1301222	Computer Organization and Architecture	3	0	3	B	1301224
1307204	Game Theory Applications	3	0	3	B	1307104
1301310	Design and Analysis of Algorithms	3	0	3	F	1301203
1307202	Animate 2D and 3D Models	2	2	3	F	1307201
1401123	Communication skills (Arabic 1) **	3	0	3	E	1401099
-	-	-	-	-	-	-
<b>Total</b>		<b>17</b>	<b>2</b>	<b>18</b>		

## Third Year / Second Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1307303	Developing Electronic Games	2	2	3	F	1301305+1307202
1307304	Storyboard Design for Games	2	2	3	F	1301350+1307202
1301304	Visual Programming	2	2	3	F	1301305
1401150	National Education *	3	0	3	E	-
-	University Elective	3	0	3	E	-
<b>Total</b>		<b>12</b>	<b>6</b>	<b>15</b>		

During summer semester of third year

## Fourth Year / Second Semester

Subject Number	Subject Title	Credit Hours			Teaching Method	Prerequisites
		Theory	Lab	Total		
1307492	Graduation Project (2)	0	4	2	F	1307491
1307411	Design and Development of AR Systems	2	2	3	F	1307410
-	University Compulsory (Concurrent)	3	0	3	E	-
-	Specialization Elective	3	0	3	-	-
100103	Military Sciences *	3	0	3	E	-
<b>Total</b>		<b>11</b>	<b>6</b>	<b>14</b>		

Total Credit Hours (Including Field Training): 132