![Miami Dade College]

COURSE SEQUENCE GUIDE | FULL-TIME ENROLLMENT
Game Development and Design
Associate in Science | Code: 25075 | 60 credits
Effective Term: Fall 2024 (2247)

Semester 1

Course ID	Course Title	Credits	Pre/Co-requisites	CCC VR/AR
COP 1334	Introduction to C++ Programming	4		
DIG 1710	Introduction to Game Development	4		
DIG 1729C	Game Engines	4		✓
	Semester Credits	**12**		

Semester 2

Course ID	Course Title	Credits	Pre/Co-requisites	CCC VR/AR
DIG 1430	Storyboarding	3		✓
CAP 2047	User Interface Design	4	Prerequisites: DIG 1710 and DIG 1729C; Pre/Co-requisite: COP 2335	
COP 2335	Object Oriented Programming using C++	4	Prerequisite: COP 1334	
MAC 1105	College Algebra	3	Pre-req: MAT 1033 **Note:** Students must seek advisement for proper mathematics course from discipline chairperson.	
	Semester Credits	**14**		

Semester 3

Course ID	Course Title	Credits	Pre/Co-requisites	CCC VR/AR
Social Science	AMH 2010, AMH 2020, POS 2041	3		
ENC 1101	English Composition 1	3	Prerequisite: Student must meet the Developmental Education reading & writing requirements in State Rule 6A-10.0315 (by course, placement score, or eligible exemption).	
	Summer Semester Credits	**6**		

Semester 4

Course ID	Course Title	Credits	Pre/Co-requisites	CCC VR/AR
CAP 2048	Game Development Project I	3	Prerequisite: DIG 1430; CAP 2047 or DIG 1302; COP 1334 or DIG 1111; COP 2335 or DIG 1437; DIG 1710 or DIG 1132 Pre/Corequisite: DIG 2712 or DIG 2113	
DIG 2712	Level Building & Design	4	Prerequisites: CAP 2047; COP 2335; DIG 1430	
DIG 1772C	Introduction to Virtual & Augmented Reality Technologies	4	Prerequisite: DIG 1729C	✓
Humanities	ARH 1000, HUM 1020, LIT 2000, MUL 1010, PHI 2010, THE 2000	3	**Note**: ENC 1101 is a prerequisite to LIT 2000.	
	Semester Credits	**14**		

Semester 5

Course ID	Course Title	Credits	Pre/Co-requisites	CCC VR/AR
CAP 2920C	Game Development Project II	3	Prerequisites: CAP 2048; DIG 2712 or DIG 2113	
DIG 2626	Artificial Intelligence for Game Development	4	Prerequisites: CAP 2047 and COP 2335	
DIG 2717C	Game Systems Design	4	Prerequisites: CAP 2047; DIG 2712; MAC 1105	
Natural Science	AST 1002, BSC 1005, CHM 1020, ESC 1000, EVR 1001, GLY 1010, OCE 1001, PHY 1020, PHY 2053	3	**Note**: Check with advisor for requisite information	
	Semester Credits	**14**		
	Program Total	**60**		

Academic Pathway at MDC: The AS in Game Development and Design may serve as a pathway to the BS in Information Systems Technology – Software Engineering track. Students interested in continuing their education towards the baccalaureate are recommended to review program admissions requirements, including prerequisites. Program courses may lead to a College Credit Certificate (CCC) in Virtual and Augmented Reality Technologies VR/AR (66060). Additional coursework is required to attain the certificate. To learn more about program courses, see the College Catalog. You may also accelerate your studies via credit for prior learning or credit for attained industry certifications. Learn more.