Yavapai COLLEGE

Video Game Developer Certificate

Total Credits: 18
Progression Plan

Fall Term 1 *9 credit hours*	Hours	Notes
• VGD 121 Video Game Development for Game Engines	3	
• VGD 151 3D Modeling and Animation	3	
1st 8 weeks		
• CSC 105 Introduction to Programming	3	
Term hours subtotal:	*9*	

Spring Term 1 *9 credit hours*	Hours	Notes
• VGD 171 Video Game Development - Programming	3	
• VGD 180 Game Theory and Design Principles	3	
1st 8 weeks		
• CSC 125 Programming: C# Fundamentals	3	**Prerequisites**: CSC 105
Term hours subtotal:	*9*	

This recommended sequence is not a binding agreement of any kind between Yavapai College and the student, but merely represents a potential curriculum that may be altered as appropriate to meet the student's academic objectives. Course availability is subject to change and all courses are not available every semester. Students should inquire each semester with their Advisor before registering to determine current requirements and possible changes to the suggested curriculum.