



Fall Term 1		9 credit hours	Hours	Notes
1st 8 weeks				
• CSC 105 Introduction to Programming			3	
• VGD 121 Video Game Development for Game Engines			3	
2nd 8 weeks				
• VGD 151 3D Modeling and Animation			3	
			Term hours subtotal:	9

Spring Term 1		9 credit hours	Hours	Notes
1st 8 weeks				
• CSC 125 Programming: C# Fundamentals			3	Prerequisites: CSC 105
• VGD 171 Video Game Development - Programming			3	
2nd 8 weeks				
• VGD 180 Game Theory and Design Principles			3	
			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.