

Student Name: _____ Student ID#: _____

Information Technology: Curriculum Sequence Checklist

Game & Simulation Programming A25590E

Effective Fall 2025

Developmental Reading & English (Circle courses needed.)

ENG 025

Developmental Mathematics Developmental Math depends on 100 level math

MAT 025 (not a prerequisite for MAT 035)	MAT 035
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1st Semester (Fall)

✓	Course:	Course Name:	Credit Hour(s):	Prerequisite:	Corequisite:	Notes:
	ACA 115 Or ACA 122	Success & Study Skills	1			
	ENG 111	Writing & Inquiry	3	DRE 098 or ENG 025		
	MAT 143 -OR- MAT 152	Quantitative Literacy -OR- Statistical Methods I	3 4	DRE 098 & DMA 050 or MAT 025		
	-OR- MAT 171	-OR- Precalculus Algebra	4	DMA 080 or MAT 035		
	CIS 110	Introduction to Computers	3			
	SGD 111	Introduction to Simulation Game Design	3			Important prerequisite for future SGD courses. FALL Only
	SGD 112	Simulation Game Design Design	3			Important prerequisite for future SGD courses. FALL Only

Total: 16-17

2nd Semester (Spring)

✓	Course:	Course Name:	Credit Hour(s):	Prerequisite:	Corequisite:	Notes:
	CTI 110	IT Foundations	3			Important prerequisite for future courses.
	CTI 120	Network & Security Foundations	3			Important prerequisite for future courses.
	NOS 130	Windows Single User	3			
	SGD 116	Graphic Design Tool	3			Important prerequisite for future SGD courses. SPRING Only
	SGD 212	Simulation Game Design Design II	3	SGD 112		Important prerequisite for future SGD courses. SPRING Only

Total: 15

3rd Semester (Summer)

✓	Course:	Course Name:	Credit Hour(s):	Prerequisite:	Corequisite:	Notes:
	DBA 110	Database Concepts	3			
		Humanities/Fine Arts Elective	3	Course Dependent		Choose from one of the following: ART 111, ART 114, COM 140, DRA 111, HUM 110, HUM 115, HUM 120, HUM 130, MUS 110, MUS 112, PHI 215, PHI 240, REL 110, REL 211, REL 212

Total: 6**4th Semester (Fall)**

✓	Course:	Course Name:	Credit Hour(s):	Prerequisite:	Corequisite:	Notes:
	CTS 115	Information Systems Business Concepts	3			Important prerequisite for future courses.
		Social/Behavioral Sciences Elective	3	Course Dependent		Choose from one of the following: ANT 210, ANT 220, ECO 251, ECO 252, HIS 111, HIS 112, HIS 131, HIS 132, POL 110, POL 120, PSY 150, PSY 241, PSY 281, SOC 210, SOC 213, SOC 220, SOC 225, SOC 240
	SGD 162	Simulation Game Design 3D Animation	3	SGD 116		FALL Only
	SGD 165	Simulation Game Character Development	3			FALL Only
	WEB 125	Mobile Web Design	3	WEB 210 or SGD 212		FALL Only

Total: 15

----- Check for completion of Game & Simulation Programming Certificate (C25590EA): CTI 110, SGD 111, SGD 112, SGD 116, SGD 165 & SGD 212

5th Semester (Spring)

✓	Course:	Course Name:	Credit Hour(s):	Prerequisite:	Corequisite:	Notes:
		Communications Elective	3	Course Dependent		Select one of the following: COM 110, COM 120, COM 140, COM 231, ENG 112, ENG 114
	SGD 113	SGD Programming I	3	CTI 110		
	SGD 174	Simulation Game Level Design	3	SGD 162		SPRING Only
	SGD 289	Simulation Game Design Project	3	SGD 212		SPRING Only
	WEB 151	Mobile Application Development I	3	WEB 210 or SGD 212		SPRING Only

Total: 15**Total Credit Hours Needed For Graduation: 67-68****Questions? Contact: advising@nashcc.edu**