

Computer Simulation and Gaming

PROGRAM CODE: 10-153-1



Associate Degree



COURSE	CREDITS
CSG-110	Introduction to Computer Simulation and Gaming ^ 3
CSG-114	Introduction to Game Development/Programming ^ 3 (or) CSG-131 Introduction to Game Design
CSG-115	CSG Production ^ 3
CSG-117	Game Logic and Problem-Solving ^ 3
ENG-195	Written Communication ‡ 3 (or) ENG-201 English 1 ‡
CSG-118	Game Engine Scripting ‡ ^ 3
CSG-120	Interactive Display Production 1 ^ 1
CSG-127	Agile Project Management 3
CSG-128	Intermediate Game Development Programmer ‡ ^ 3 (or) CSG-133 Intermediate Game Design ‡
CSG-129	CSG Architecture ‡ 2
CSG-130	CSG Design ‡ 3
ENG-197	Technical Reporting ‡ 3 (or) Any 200-level ENG course
CSG-179	CSG API Programming ‡ ^ 4
CSG-181	CSG Collaborative Lab ‡ 4
CSG-185	Data Structures for Game Developers ‡ 3 (or) CSG-138 Advanced Game Design ‡
MATH-107	College Mathematics ‡ ^ 3 (or) Any 200-level MATH course
PSYCH-199	Psychology of Human Relations 3 (or) Any 200-level PSYCH course
ANIM-160	Animation Portfolio ‡ 2
CSG-119	Designing Interactive Displays ‡ ^ 3
CSG-132	Artificial Intelligence ‡ 3
CSG-180	Multimedia Collaborative Lab ‡ 3
SOCSCI-197	Contemporary American Society 3 (or) Any 200-level SOCSCI course

Location: Downtown Milwaukee Campus, Online Campus

Start Dates: August and January

Admission Requirement: High school diploma or GED and demonstration of basic computer skills in OS, word processing and the internet

Transfer: Will transfer to one or more four-year institutions

Financial Aid Eligible: Yes.

Apply at fafsa.gov. Use School Code 003866.

Program Description

Prepare for a career in animation and gaming, plus attain skills transferable to other industries such as computer programming, multimedia development and film production. Students have opportunities to focus on game design or programming.

Career Outlook

Testers, designers and producers are in demand as the use of this technology increases rapidly. New games are continually in production, and computer simulations are used as educational and training tools in schools and businesses.

Program Learning Outcomes

- Create an animated asset for a product.
- Build assets suitable for export and/or rendering to target platforms.
- Apply fundamental artistic concepts to the 3D environment.
- Implement project management skills.



Complete Program Details

QUESTIONS? 414-297-6004 or creativeartspathway@matc.edu

CREDITS

Total credits needed to complete this degree

64

‡ Prerequisite required.

^ Counts toward earning the Unity Developer technical diploma.

Program curriculum requirements are subject to change.

Current MATC students should consult their Academic Program Plan for specific curriculum requirements.