Video Game Design and Development Certificate Curriculum Map

This curriculum map is designed to show how program learning outcomes are introduced, developed, and mastered across courses in the program. Use the following guidance when completing or reviewing the map:

Introduced: Indicates the course provides students with their first exposure to a concept or skill. At this stage, students are expected to demonstrate only a basic understanding.

Developed: Indicates that students gain more in-depth knowledge, practice, and reinforcement of the concept or skill. Students are expected to begin applying what they have learned with increasing independence.

Mastered: Indicates that students can independently and skillfully apply the outcome, demonstrating a high level of understanding and competence appropriate for graduation and entry into the workforce or a 4-year institution.

Courses are listed in rows and PLOs are in columns	Summarize and interpret the history and evolution of computer systems and social issues involving computers.	Analyze and interpret data when developing programs using C++ and Java	Maintain and differentiate between different operating systems	Communicate effectively, engage in lifelong learning, and function on teams	Distinguish between the hardware and software of a computer system	Identify various applications as well as their functions	Maintain and implement small home and office networks	Use the techniques and skills for professional practice	Understanding of professional and ethical responsibility	Knowledge of ⊙ contemporary issues
VGD106 Script Writing and Storyboarding	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced
VGD128 Introduction to Video Game Development	Developed	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced	Introduced
VGD130 Art and Computer Animation	Developed	Developed	Developed	Developed	Introduced	Developed	Developed	Developed	Developed	Developed
VGD147 Game Analysis and Critique	Developed	Introduced	Developed	Developed	Developed	Developed	Developed	Developed	Developed	Developed
VGD240 Video Game Design	Developed	Developed	Developed	Developed	Developed	Developed	Developed	Developed	Developed	Developed
VGD260 Video Game Project	Mastered	Mastered	Mastered	Mastered	Mastered	Mastered	Mastered	Mastered	Mastered	Mastered